



Karl Schecht - Environment/Technical Artist

CONTACT

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WORK EXPERIENCE

University of Texas at Dallas

Graduate Teaching Assistant

Assist the teaching of college courses, as well as developing new course content.

August 2016 - Present

Aireal

Environment/Shader Artist

Create specialized shaders, 3d models and environments for mobile augmented reality apps.

April 2016 - Present

Reel FX

3D Generalist

Modeling, texturing and lighting for Samsung & Lionsgate's Hunger Games VR App for Gear VR.

September 2015 - October 2015

Virtual Reality Applications Center

3D/Environment Art

Worked on Afghanistan simulator for ISU CAVE environment.

Jan 2014 - March 2014

EDUCATION

University of Texas at Dallas - MFA Arts & Technology

Graduation Expected 2017

August 2014 - Present

Iowa State University - BFA Integrated Studio Arts

Graduated Cum Laude

August 2011 - May 2014

SKILLS

- High Poly/Low Poly 3D Modeling, 3D Sculpting, Photogrammetry
- Texturing/UV Unwrapping, Texture Baking, Material Creation
- Lighting/Digital Painting/Photography/Drawing

QUALIFICATIONS

- Extensive knowledge of real-time rendering and virtual reality.
- Thorough familiarity with deadlines, always able to meet them.
- Fast with learning, can acquire usable skills with new software quickly

PROGRAMS

- Adobe Photoshop, Illustrator
- Blender, 3DS Max, Maya, ZBrush, MudBox
- Unity, Unreal 4, UDK, CryENGINE, Bethesda Creation Kit
- Substance Painter, xNormal, Quixel Suite, CrazyBump, Marmoset, Agisoft PhotoScan