

CREATH CARTER

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Senior 3D Technical Artist

Content Authoring • Real-Time 3D • Technical Art • Pipeline Development • Art Leadership

PROFESSIONAL SUMMARY

Senior Technical Artist and multidisciplinary game developer with deep technical experience spanning real-time 3D, technical art, VFX, animation, interactive development, and leadership. Background includes AAA game production, independent studio ownership, AR/MR experiences, live-service content, and educational simulations.

Combines hands-on technical execution with pipeline development, production oversight, cross-disciplinary collaboration, and artist mentorship. Experienced in bridging artistic and engineering disciplines to deliver content across proprietary and commercial engines.

TECHNICAL EXPERTISE

Engines & Development: Unreal Engine 4/5, Unity, Godot, Java, WebGL, Three.js, Phaser, Cocos

Technical Art & Production: 3D modeling, texturing, rigging, animation, VFX, motion-capture processing, asset integration, performance testing, problem-solving

Pipelines & Systems: Art pipeline development, workflow standardization, modular asset systems, engine migration, cross-platform content production

Leadership & Design: Art management, team mentoring, visual development, technical consultation, game design, multidisciplinary production

Platforms & Applications: PC, mobile, web, AR/MR/XR, educational simulations, live-service games

PROFESSIONAL EXPERIENCE

PENN GAME STUDIOS

Art Manager | Jan 2024 – Jun 2025

- Migrated legacy 2D projects between Java and WebGL platforms, integrating art, animation, and VFX.
- Collaborated with Art Director to define and standardize studio art pipelines and production workflows.
- Mentored technical artists while supporting production across multiple projects.

STUDIOARTICIAN

Founder / Principal Developer | 2017 – Dec 2024, Jun 2025 - Present

- Founded and operated a work-for-hire development studio serving entertainment and academic clients, including HitPoint Studios, MIT Museum, Knowledge Matters, and TogetherLabs.
- Provided multidisciplinary art and development services across real-time 3D, interactive experiences, technical art, and content integration.
- Combined hands-on production and technical development with client consultation and project delivery.

TOGETHER LABS — WITHME

3D Artist | Aug 2021 – Aug 2023

- Developed initial asset inventories for user-generated content, including modular environments and shared material systems.
- Collaborated with art team to model, texture, and integrate hundreds of environment props across multiple biome themes.
- Supported the Unreal Engine 4-to-5.2 migration while maintaining seasonal content updates for a live-service platform.

IMVU — PROJECT EGO / IMVU NEXT

Technical Artist | 2019–2021

- Owned concept-to-delivery production of real-time cinematics, including preproduction, storyboarding, character and environment authoring, animation, lighting, VFX, and engine integration.
- Processed motion-capture data and developed character animation workflows using 3ds Max CAT, Mixamo content, and custom animation support.
- Developed and integrated environments for mobile multiplayer experiences using Godot.
- Contributed gameplay and puzzle design, technical problem-solving, and cross-disciplinary consultation.

ADDITIONAL PROFESSIONAL EXPERIENCE

KNOWLEDGE MATTERS — VIRTUALBUSINESS

Lead Artist | Feb 2014 – Dec 2024

- Led a three-person studio art team developing character and environment assets for multi-generational educational business simulation products.
- Designed a modular character and clothing system supporting hundreds of visual combinations.
- Created animated 3D characters, environmental components, city views, and hundreds of modular assets for procedurally assembled environments.
- Consulted on technology upgrades, engine improvements, and migration from pre-rendered sprites to real-time 3D.

HITPOINT STUDIOS

Technical Artist / VFX Artist / Designer | 2013–2023

- Contributed technical art, animation, VFX, UI, design, and engineering across numerous interactive entertainment projects.
- Developed and integrated assets across Unity, Unreal, Java, Three.js, Phaser, and Cocos pipelines.
- Supported production for web, mobile, AR/MR/XR, and custom platforms.
- Provided technical and visual direction, production consultation, and art management across concurrent projects.
- Addressed rendering and integration challenges for location-based mobile AR/MR experiences, including *Bubble Planet*.

Selected Projects: Disney's Magic Timer, Disney's Fairies, Crayola ColorBlaster, Kody Kapow, Color BlastAR, Civil War MR Project, Bubble Planet, Bejeweled

PB 'N GAMES

Co-Founder / Principal Developer / Principal Artist | 2013–2014

- Co-founded an eight-person game development studio focused on educational games for children.
- Developed the Unity-based *Jade's* franchise for web and mobile.
- Led game design, visual production, animation, technical implementation, engineering, and platform releases.

EARLIER AAA GAME DEVELOPMENT

TURBINE / WARNER BROS. — Staff Worldbuilder

The Lord of the Rings Online

- Collaborated with a worldbuilding team to design and construct gameplay environments based on J.R.R. Tolkien's source material.
- Created terrain and environmental content for Mines of Moria, Southern Mirkwood, and Enedwaith, including heightmap generation and integration into a proprietary engine.

ELECTRONIC ARTS — Cinematic Artist

The Godfather

- Processed and integrated motion-capture data for in-game cinematics.
- Modeled, rigged, and integrated cinematic and gameplay props; painted NPC textures and environmental content.

EDUCATION

University of Silicon Valley — Bachelor of Arts, Computer and Video Imaging
Focus on Game Development; co-founded Game Design curriculum.

Gnomon School of Visual Effects — Supplemental Education
Visual effects for film and games, with emphasis on creature, character, and environment creation.

INDUSTRY & COMMUNITY INVOLVEMENT

Pioneer Valley Game Developers — Organizer
Boston Game Dev — Unreal Community Co-Organizer
Game Developers Conference — Conference Associate
Tiny Mass Games — Participating Developer

