



To the hiring team at OMG Studios:

My name is Creath Carter; I'm a veteran digital artist for interactive media and I'm interested in your 3D Generalist role. My broad skill set and technical understanding of our medium has spanned AAA and independent studios, and has given me production experience in most positions of a game art team, most applicable to this role being as a Technical, Environment, Character, and VFX Artist.

I have created multiple asset libraries, studio workflows, animation suites, and full small-scale projects, and I have fluency in almost all common game engines and authoring software. My balance of disciplines allows me to bridge the gaps between art, design, and engineering.

Please explore the samples of my work on this page, and I hope my skills and experience are worth consideration for this role.



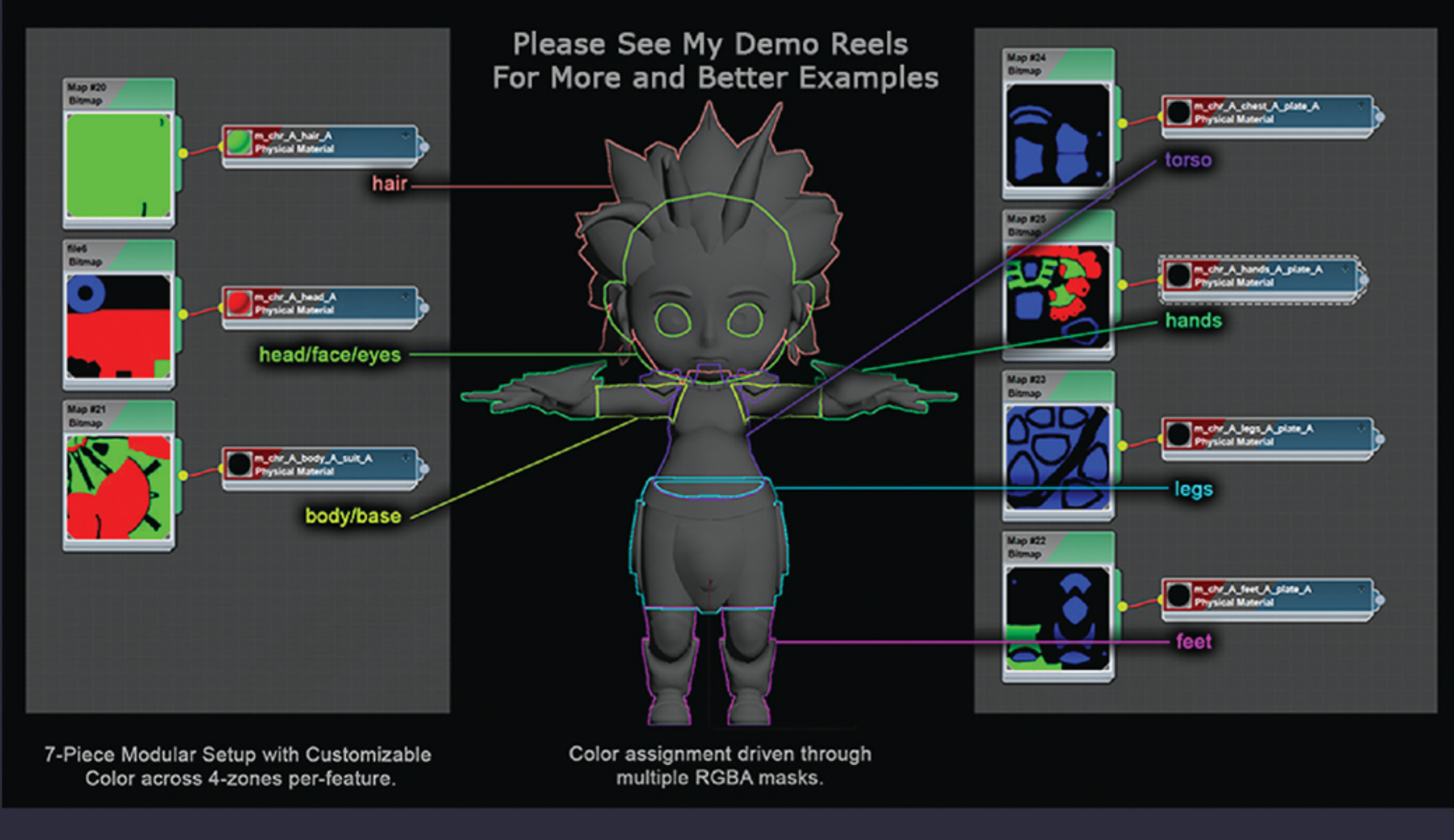
ENVIRONMENT ART

Environment and atmosphere were my first love in games, and I have been an Environment Artist, Level Designer, and MMO Worldbuilder at different points in my career. I have comprehensive knowledge of the full environment art pipeline, from concepts and look development, preproduction estimates, asset organization, sculpting, modeling, texturing, on through to engine implementation, with optimization, lighting and collision passes. I have worked with hand-crafted modeling, terrain engine heightmaps, voxel-based engines, modular 3D, and have extensive experience with most supporting systems like world-streaming, geometry LODs, procedural generation, lighting and atmospheric systems.



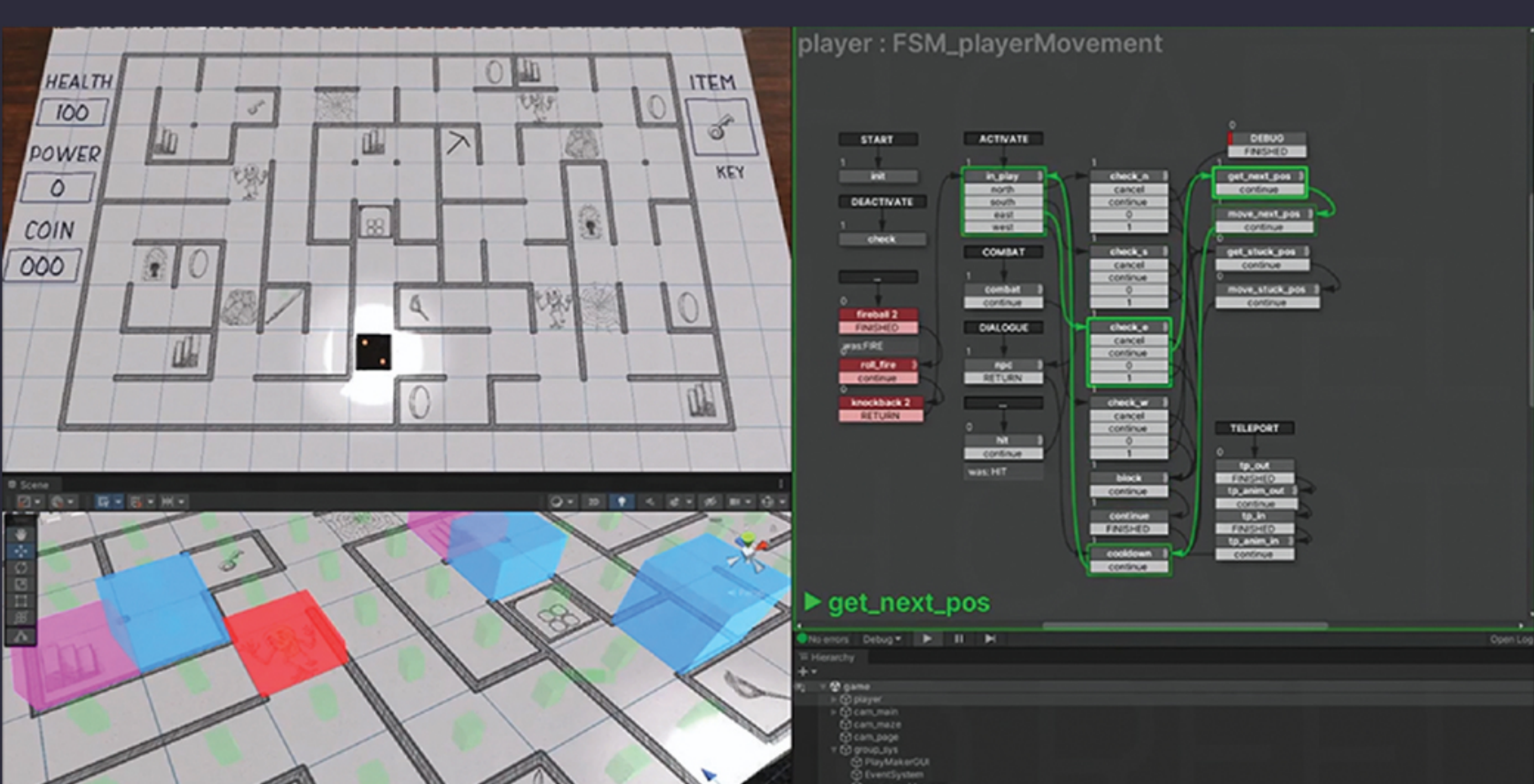
CHARACTER ART, ANIMATION, RIGGING

I began my professional career processing mocap data as a Cinematic Artist on EA's Godfather game, but bringing characters, creatures, and objects to life through unique designs and colorful hand animation is another aspect of creativity I could pursue exclusively. While I can author rigs in Maya, 3dsMax, and Blender, 3ds Max's CAT system has been my primary partner for rigging and animation for 15 years.



TECH ART, VFX, ENGINEERING

On larger teams I have most often found myself acting as the cross-disciplinary liaison between art, engineering, and design. When I am not hands-on as an artist, tech-artist, or generalist, I am managing art assets, external content provider schedules, developing pipelines and tools, and maintaining best practices for teams. As with most of us, I still love to get my hands dirty and would happily live in the trenches for as long as I am allowed.



MULTIDISCIPLINARY ROLES

Game Engines	Software Fluency	Collaboration
Unity	3DS Max	Atlassian
Unreal	Maya	Google
Godot	Blender	Notion
Cocos	Photoshop	Figma
	Zbrush	
	Gaea	
	Substance	

Tech-Art

Game development is my favorite game; it offers me the most organic, unique, and challenging puzzles of any interactive experience. I gravitated toward the intersection of the technical and visual roles early on, wanting to create my own projects within the medium, but I also thrive off of problem-solving.

Character Design and Creation

I have sound knowledge of anatomy, strong animation principles, can author character rigs, facial rigs, and blendshapes. I've studied character design extensively through my own work, online lectures, and every game and film I absorb. While environments are my first love, characters are the most interesting to bring to life.

Software Proficiency

For the last 15 years, beginning with v5.6, I've worked with Unity to develop projects for entertainment, academic, and independent releases under my own labels or as a contractor. For 5 years I have re-immersed myself into the Unreal Engine (4.x and 5.x), exploring changes in the technology since v3.x, with focus on the Material Editor, Niagara particle systems, PCG graphs, character pipelines, and open world optimizations.

A Note About AI

While none of the material on this page uses Generative AI, the most interesting industry trends and the evolution of technology, I have experimented with many generative pipelines for our work over the last 5 years. I have extensively covered everything between online and self-hosted model use for LLM coding interfaces, generative 2D and 3D Art, and many other tools with the specific goal of supporting traditional workflows and leveraging human artists.

GAME JAMS, COMMUNITY, AND ORGANIZATIONS

Boston Unity Group

While not involved in organization, I worked with and gave presentations for the Boston Unity group from 2013 to 2023, primarily on the use of the Finite-State Machine editor PlayMaker.

Boston Game Dev Unreal

With two colleagues, I helped restart the Boston Game Developers monthly Unreal meetup. We organize speaking events, social gatherings, and professional networking events for other developers using and interested in the engine.

Global Game Jam

For 13 years I have participated in, and then hosted the Global Game Jam in the Pioneer Valley of Western Massachusetts, USA, contributing to multiple projects every year while maintaining food and caffeine supplies, guidance, and encouragement.

PVGD, StudioArtician, and More

For nearly 10 years I have co-organized and hosted monthly game developer meetups, game jams, lectures, demo nights, and social events for my areas professionals, students, and independents (pvgd.org). Additionally, I founded the studio StudioArtician, a work for hire studio in Massachusetts focused on bespoke technology installations for museums, academia, and experimental media.



I have an extensive amount of experience that I think is a solid fit for your team, and I enjoy Cozy games like Stardew Valley, Bear and Breakfast, Cities Skylines, and many other classic titles in the "Cozy" and "Sim" genres. I regularly play games for both entertainment and study, across every era, and nearly every genre. Thank you for taking the time to review my materials, and I hope you find the best candidate for the role.

Please see the links below for more examples of my work. You can see my [current resume here](#); a full CV can be provided on request.

Regards,
Creath Carter
contact@creathcarter.com

More of my work

[Creath Carter Online Portfolio](#)

[StudioArtician LLC](#)

[Pioneer Valley Game Developers](#)

[Boston Game Dev Unreal](#)

Additional Project Credits for Work Shown

[WithMe Environment Art](#)
Art Director: Jem Gaylani
Lead Artist: Lulu Neel
Tech Art: Eric Iwasaki

[Additional 3D Art: Casey Billadeaux](#)

[Lord of the Rings Online](#)
Lead Worldbuilder: Ross Glover
Additional 3D Art: Mark Lizotte

[Additional 3D Art: Brandon Bateman](#)

[Additional 3D Art: Tara Rueping](#)

[HitPoint Studios Games](#)
2D Art/3D Art Support: Steve Forde

PGS Games

[Art Direction: Nate Meltzer](#)
2D Art: Dan Dussault
2D Art: David McCormack
Animation: Ryan Brown
Additional Tech Art: Wayne Darby