

DUSTIN LARA

3D ENVIRONMENT ARTIST



602-301-4364



dustyframesart@gmail.com



www.dustinlaraart.wixsite.com/portfolio

SKILLS

Autodesk Maya



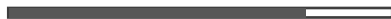
Zbrush



Microsoft Word



Substance Painter



Adobe Photoshop



MS Excel



Unreal Engine 4



Adobe Illustrator



Traditional Illustration



EDUCATION

BACHELOR OF ARTS, The Art Institute of Phoenix
Game Art and Design
2014-2017

SPECIALIZATIONS

- *Advanced humanoid character experience and anatomy
- *Aspiring Character Artist
- *Advanced 2D Illustrator or Character Concept Artist
- *Experienced Story Writer

PRODUCTION EXPERIENCE

The Art Institute of Phoenix, "Amygdala" | FROM OCT 2016 - JUNE 2017
Asset Artist, Concept Artist

- *Created 3D assets and props for interior 3D environments
- *Assisted with overall design aesthetic of character and creature design
- *Additional experience working in a team environment
- *Met a time-sensitive production schedule and completed all goals on time

SOCIAL CONNECT

I am on LinkedIn:

linkedin.com/in/dustinjlara

I am on Artstation:

www.artstation.com/dustinlaraart

JOB EXPERIENCE

Open-Tech Alliance | FROM MAY 2016 - CURRENT
Storage Councilor

- *Experienced in receiving a large call volume in an inbound sales environment
- *Thorough knowledge in handling sensitive issues and resolving customer concerns with care
- *Extensive background in a team building environment
- *Met or exceeded monthly sales quota frequently

