



# Victoria Rehfeld Smith

*digital artist*

## SKILLS

- |  |  |   |
|--|--|---|
| <ul style="list-style-type: none"> <li>○ Adobe Photoshop</li> <li>○ Adobe Audition</li> <li>○ Adobe Premiere</li> <li>○ Autodesk 3ds Max</li> <li>○ Autodesk Mudbox</li> <li>○ Blender</li> <li>○ Corel Painter</li> <li>○ Creature</li> <li>○ Unity 5</li> <li>○ Unreal Engine 4</li> </ul> | <ul style="list-style-type: none"> <li>○ Concepts</li> <li>○ Digital Painting</li> <li>○ Environment, Props, Characters</li> <li>○ Hand Painted Textures</li> <li>○ Hard Surface and Organic</li> <li>○ High Poly and Low Poly Modeling</li> <li>○ Materials</li> <li>○ 2D Animation</li> <li>○ Particles</li> <li>○ UI</li> </ul> | <p><b>Traditional Art</b></p> <ul style="list-style-type: none"> <li>○ Acrylic, Watercolor, Pen and Ink, Intaglio, Metalsmithing</li> </ul> <p><b>Office Suites</b></p> <ul style="list-style-type: none"> <li>○ Word, Pages, PowerPoint, Keynote, Excel, Google Docs, Open Officer</li> </ul> <p><b>Languages</b></p> <p>French ++ Spanish ++ Japanese +</p> |
|--|--|---|

## GAME INDUSTRY EXPERIENCE

<b>VRS ARTS</b> , Fort Worth, TX	<b>Owner, Artist</b>	<b>March 2017-Present</b>
	2D environment and UI assets, 2D animations, character art, digital painting commissions, and tutorial video editing	
<b>People ForWords</b> , Plano, TX SMU XPrize Team	<b>Game Artist</b>	<b>February 2016-Present</b>
	Concepts, 2D environment and character assets, 2D animation sequences, UI, dialogue, audio editing, game design, Adult Literacy XPrize Finalists	
<b>Shop Cat Studios</b> , Spokane, WA	<b>Owner, Artist</b>	<b>1 Year, 7 Months 2014-2016</b>
	Modeling, texturing, animating, concepts, designing, website Won Epic's August 2015 #UE4 Game Jam	
<b>Playful Corp</b> , McKinney, TX	<b>Art Contractor</b>	<b>March 10-21, June-July, 2014</b>
	Hand-painted texturing, low-poly modeling, UI icons, concepts	

## TEAM GAME PROJECTS

<b>IDENTITY</b>	<b>Lead Artist</b>	<b>6 Months, 2014</b>
<ul style="list-style-type: none"> <li>○ Team everNerd Games</li> <li>○ 14 People, 4 Artists</li> <li>○ Non-Combative Stealth</li> <li>○ UDK</li> </ul>	<ul style="list-style-type: none"> <li>○ Creating artistic direction with my 3 Artists</li> <li>○ Managing, Documenting, and Facilitating Art Team Tasks</li> <li>○ Concepting Characters, Environment, and HUD</li> <li>○ 3D Modeling, High Poly Modeling, Unwrapping, Texturing</li> <li>○ Creating Materials in UDK Material Editor</li> <li>○ Creating Particles</li> <li>○ Rigging, Skinning, and Animating Environment Assets</li> <li>○ Marketing Materials</li> </ul>	

**BOOM!**

- Team Unicorn Piñata
- 7 People, 2 Artists
- Capture-the-Flag, Multiplayer, 1<sup>st</sup> Person Shooter
- UDK

**Artist**

- Helping with artistic direction with my Art Lead
- Creating Characters and Environment concepts
- Storyboarding Cinematic Sequences
- 3D Modeling, Unwrapping, Texturing
- Creating Materials In UDK Material Editor
- Creating Particles
- Rigging, Skinning, and Animating Weapons
- Marketing Materials

**12 Weeks, 2014****WITH STRANGE AEONS**

- Team Chariot Assembly
- 5 People, 1 Artist
- 2D Horror Puzzle Platformer with Non-Euclidean Space
- GuildEd

**Sole Artist**

- Creating Concept art
- Creating Sprite sheets
- Creating Environment assets
- Designing, Creating, and Writing Still Cut-scenes
- Maintaining Documentation, such as Art Asset Database
- Marketing Materials

**8 Weeks, 2014****SELECTED WORK EXPERIENCE****Studio Art House, Inc., Southlake, TX****Office and Teaching Assistant****2009-2010**

Taught planned art lessons to children ages 4+, hosted birthday parties, taught lessons for Girl Scout art badges, general secretarial work, customer service.

**NATO Support Activity Child and Youth Services, Brussels, Belgium****Creative Arts Instructor****Oct 1999-Apr 2000**

Supervised and taught arts and crafts to elementary and middle school-aged children at an after-school day-care.

**EDUCATION****The Guildhall at Southern Methodist University, Plano, TX****Masters of Interactive Technology****2014**

Specialization in Art Creation  
Certificate in Digital Game Development

**University of North Texas, Denton, TX****B.F.A. Drawing and Painting****2012**

Porter-Evans Scholarship, 2011-2012, and Mary D. Walsh Endowed Scholarship, 2012

**Seattle University School of Law, Seattle, WA****Juris Doctor****2007**

Entertainment and Sports Law Association Secretary, 2006, and President, 2007

Arts Legal Clinic Intern, Fall 2006

**Carleton College, Northfield, MN****B.A. Sociology and Anthropology****2004**

Graduated Cum Laude

Member of the Sociology and Anthropology Department

Curriculum Committee

**INTERESTS**

Art, Comic Books, Manga and Graphic Novels, Cartoons and Anime, Movies, Video Games, Traditional and Digital Art, History, Science, Mythology, Traveling and Living Abroad, Learning.