

Corey Pullman

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Summary

A 3D Artist with the skills, knowledge, and passion to translate a 2D concept or reference into a clean 3D model that is optimized, textured, and ready for any game engine.

Experience

Jr. 3D Artist, Integration Innovation, Inc. (i3)

Huntsville, AL — March 2021 - Present

Assist in retopologizing high-poly models into low-poly game ready geometry, as well as a clean high-poly for texture baking in Substance. When no legacy models are available, the low and high poly models are created using collected references.

3D Render Artist, Splash Pads USA, Inc.

North Salt Lake, UT — January 2021 - Present

Interpret client designs from a 2D sketch and translate it into a 3D rendering for visualization of the desired layout, as well as create updated particle effects and improve the look of the features and lighting for existing renders.

3D Artist, It's Chill Bro Studio

Salt Lake City, UT — January 2016 - Present

High-quality and high-volume asset creation using Maya, Mudbox, Photoshop and Quixel to generate hard and soft surface 3D models, UV layout, and PBR textures.

Technical Artist, Heroic-Stand

Salt Lake City, UT — August 2014 - December 2015

I had two positions at Heroic-Stand, the first was as a prop artist and the second was as a rigger. I was tasked with taking 2D concept art to create low poly 3D props and their hand painted textures for use in Unity. Additionally, I provided all the animation rigs for the characters in the game.

3D Artist, MyRooms Inc.

Salt Lake City, UT — August 2013 - February 2014

At MyRooms I would take the concept art provided to me and create high quality 3D assets. This process involved modeling, uv layout, digital sculpting, and texturing. I would then import the finished assets into the Unity3D Game Engine where I would prepare it for implementation by applying the correct materials and textures.

Education

Utah Valley University

Bachelor of Science (BS), Gaming and Animation Emphasis — 2009-2014

I was a member of several team projects while attending UVU, from 2D and 3D games to a few animated short films. I was able to develop my skills in concept and design, 3D modeling, texturing, sculpting, shading, rigging, and animation while working on these projects and taking courses.

Salt Lake Community College

Associate's degree, Airline/Professional Pilot — 2007-2009

I had concurrent enrollment at Jordan High School with SLCC during senior year, and after graduation went to college full time to become a professional Pilot. After a few semesters I decided to switch focus to 3D game art and transferred to Utah Valley University.

Skills

- 6 years experience in Autodesk Maya
- 5 years experience in Autodesk Mudbox
- 7 years experience in Adobe Photoshop
- 5 years experience in Unity3D
- 4 years experience in Quixel
- 3D Modeling
- Digital Sculpting
- Texturing
- Character and Prop Rigging
- Quick to adapt
- Excels in team projects

References

"I was in a pinch on a big project that I've been working on, so I outsourced some of the work to Corey Pullman. It was really nice to work with someone who got up to speed so quickly. He was able to jump right in with very little ramp up and he really saved us a lot of time. I would definitely recommend him... I know that I'll be calling on his services again."

-Justin Prazen

Bethesda: BattleCryStudios

"I worked with Corey when he was an intern at myRooms. He learned quickly and handled criticism well. Along with a good attitude towards the work and a great relationship with the team, Corey was pumping out assets with the rest of us and hitting his deadlines. Bottom line, hard working and dedicated employee."

-Brian Ericson,

Visual Effects Instructor