

JORDAN ROBISON

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Utah, United States

Professional Summary

Creative and detail-oriented 3D Generalist with a strong passion for video game development and environment design. Experienced in 3D modeling, texturing, and world-building, with a solid understanding of scene composition, color, materials, and lighting. Eager to contribute to the creation of immersive, high-quality game assets while continuously learning and growing within a collaborative team.

Work Experience

Commercial Sales Manager/Assistant Manager

Auto Zone - Midvale, Utah

October 2023 - February 2026 | Midvale, Utah

- Managed commercial sales operations, fostering strong relationships with new and existing clients. Managing delivery logistics and coordinating timely product deliveries.
- Supervised and mentored staff, overseeing Training, daily operations, and team development.
- Maintained a high level of product knowledge and provided tailored solutions to meet customer needs.
- Manage inventory, including ordering high-demand products to ensure stock availability for both retail and commercial customers.

Freelance Artist

Massive Black Inc. - Remote

February 2023 - April 2023

- Delivered high-quality 3D assets for mobile platforms under tight production timelines.
- Coordinated with remote art teams to meet project standards and integrate assets within technical pipelines.

3D Modeler

Brain Zoo Studios - Remote

March 2022 - November 2022

- Created and integrated detailed 3D environments using tools such as Maya, ZBrush, and Unreal Engine.
- Collaborated cross-functionally to meet project deadlines and achieve visual direction goals.

Application Data Processor

Towers Watson's One Exchange - South Jordan, Utah

October 2014 - September 2018

- Reviewed and submitted sensitive insurance data with a focus on accuracy and compliance.
- Assisted Medicare customers with application support and maintained data integrity throughout processing.

Education

Bachelors of Fine Art in Digital Production

Gnomon School - Los Angeles, CA

Graduated September 2021

Associate of Science

Salt Lake Community College - Salt Lake City, UT

Graduated June 2018

Project Credits

- Nickelodeon Kart Racers 3
- Cobra Kai 2: Dojos Rising
- LEGO 2K Drive
- Unannounced Project

Skills

3D Modeling and Sculpting

Proficient in creating hard surface 3D models for both environments and prop modeling.

Texturing & Shading

Expertise in PBR workflows using Substance Painter, Substance Designer, and Photoshop.

UV Mapping

Skilled in unwrapping and laying out UVs for 3D models.

3D Rendering and Lighting

Expertise in lighting setups, rendering, and optimization for both offline and real-time applications.

Problem-Solving & Debugging

Troubleshooting 3D asset issues and maintaining workflow efficiency.

Other Skills

Baking, 3D Visual Effects (VFX), LOD Creation, Environment Design, Game Development, Game Art, Level Design, Animation, Attention to Detail, Time Management, Collaboration & Teamwork.

Software Proficiency

Autodesk Maya, ZBrush, Unreal Engine 5/4, SpeedTree, Substance Suite (Substance Painter, Substance Designer), Adobe Suite (Photoshop, Illustrator), V-Ray, Arnold, Marmoset Toolbag, Quixel Megascans, UV Layout, xNormal.

Awards / Recognition

Kearns Community Council

Certificate of Recognition

Spring 2013

- Recognized for community service and technical assistance in providing a telepresence robot to Primary Children's Medical Center.