

Mahreen Fatima

ENVIRONMENT ARTIST



Call
(314)-685-4969



Email
email@mahreenfatima.com



Website
www.mahreenfatima.com



LinkedIn
linkedin.com/in/mahreenfatima

About Me

I'm an environment artist with a passion for games, storytelling, and virtual reality. I enjoy teaching and sharing game art techniques and methods because I believe it helps our community of artists and games grow faster together.

Skills & Proficiencies

Techniques

PBR Workflow
Procedural Materials
Normal Map Creation
3D Models from Concept
Layout/Blockout Design
Environmental Storytelling

Proficient Programs

Maya
zBrush
Photoshop
Substance Painter
Substance Designer
Marvelous Designer
Unreal Engine 4
Perforce
B2M

Experience

Dialect Effect Sept 2016 - March 2017
Lead Environment Artist

- Collaborated in a team with SCAD to make a VR-language learning game
- Responsible for worldbuilding, team management, and pipeline R&D

Freelance Jan 2016 - Mar 2016
Environment Artist

- Contracted as an environment artist for unannounced VR project
 - Modeled, textured, and UV'd props and architecture assets
 - Designed all aspects of environments for VR-efficiency

SCAD Jan 2016 - Present
3D Art Teacher's Aid

- Tutored and advised students on all aspects of the environment art pipeline
- Gave demos/tutored on modeling, normal map creation, PBR workflow, etc
- Advised professor on class structure, teaching methods, and curriculum

Pub Brawl Sept 2015 - May 2016
Environment Artist

- Worked with a team of 10 to develop art style, concept, and settings
- Modeled and textured props and architectural hero assets
- Assisted the team in refining assets to fit the art style

Education

Savannah College of Art and Design
B.F.A. Interactive Design and Game Development

Leadership: President, Game Development Network
Teacher's Aid, Professor Charles Shami
Intel Scholar, Intel/Savannah College of Art and Design

Expected Graduation: May 2017