

Scott Huot

Artist

8205 Towne Main Drive #1720
Plano, TX 75024

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214-226-7018

<http://guildhall.smu.edu/portfolio/scotthuot/>

SKILLS

SOFTWARE

- Autodesk 3DS Studio Max 9, 2008
- Adobe Photoshop CS2
- Microsoft Office Suite
- Subversion Tortoise SVN
- Crazy Bump
- Illustrator
- Flash
- Mudbox
- Rigging Army Knife
- Time Tracker
- Quark

ENGINES

- Source (Half-Life 2)
- Unreal 3
- Unreal 2k4
- Torque Game Builder
- Glest

GAME EXPERIENCE

THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY, PLANO, TX GAMES AND SKILLS:

THE COLOR OF DOOM

2008

Source Team Project, 3rd Person Shooter (Team Size: 14)
Concept, Environment, HUD Artist

- Produced majority of conceptual art for game, including but not limited to: Three enemies and boss character
- Concepted, modeled, textured and unwrapped three 3D environmental assets
- Created HUD elements and cover design for game
- Created six seamless ceiling and wall textures

ESCAPE FROM ITHURIA

9/2007-12/2007

Unreal Editor Team Project 3rd Person Platform/Puzzle
(Team Size: 15)
3D Artist

- Modeled and unwrapped two enemies for the game
- Animation for rock golem: Walk cycle, attack, and death
- Modeled, textured and unwrapped six environmental pieces
- Produced two seamless environment textures
- Created team logo

SOUL SURVIVOR

7/2007-9/2007

Unreal Editor Team Project (Team Size: 14)
Character, Environment Artist

- Modeled, unwrapped, rigged and textured character
- Created two environment assets for game



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GEARBOX PROJECT 7/2007-9/2007
3D Studio Max (Independent)
Animator

- Rigged and animated Zombie character for Nintendo DS project for Gearbox Software

RAVAGES OF WAR 4/2007-7/2007
Glest Team Project RTS Game (Team Size: 28)
3D Artist

- Retextured character model
- Modeled, textured and unwrapped building

KANDY KOMA 1/2007-4/2007
Torque Game Builder 2D Side Scrolling Shooter (Team Size: 4)
Initial Concept, Character Concept, Game Designer and HUD Artist

- Designed concept for game
- Designed and animated four enemies
- Designed and created three HUD elements
- Designed and created custom font for game
- Designed and created one splash page
- Created game design document

RELATED EXPERIENCE

Freelance: Commissioned to create art 2005

Tattoo Artist 2004-2005
Head 2 Toe Tattoos and Body Piercing
Created and implemented custom tattoo designs
Created custom needles for tattoo machine
Sold custom flash art

Management: *GameStop; EB Games* 2003-2004

EDUCATION **THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY, PLANO, TX** 1/2007-7/2008
Specification: **ART CREATION**
Professional Certificate in Digital Game Development

TARRANT COUNTY COLLEGE, NORTHEAST CAMPUS, HURST, TX 2004-2006
A.A. Degree

