

# COLLIN HARRIS

3D ENVIRONMENT ARTIST

## > CONTACT

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## > FOLLOW

### + Facebook

[facebook.com/collinharris](https://facebook.com/collinharris)

### + Twitter

[twitter.com/grossbloy](https://twitter.com/grossbloy)

### + Linked In

[linkedin.com/collin-harris-7bb3b755](https://linkedin.com/collin-harris-7bb3b755)

## > WORK EXPERIENCE

+ *Flight School Studios* 2017 - Current

### VR ENVIRONMENT ART INTERN

Part of a small team responsible for all elements from pre-production to final art on an unannounced VR title slated for release on Oculus and Vive in late 2019.

+ *Sony Playstation* 2017 - 2017

### ENVIRONMENT PROP ART INTERN

Worked on Sony Playstation's in-house title *MLB: The Show 18*. Was tasked with concepting and constructing props for the various location the player visits in-game

+ *Ringling College of Art + Design* 2007 - 2010

### SOCIAL MEDIA SPECIALIST

Responsible for coding website layout and user interface through standard HTML/CSS practices. Adminstrated the creation and publishing of original content.

## > SKILLS

UNREAL ENGINE 4  
UNITY 5  
MAYA  
ZBRUSH  
PERFORCE

XNORMAL  
MARVELOUS  
DESIGNER  
PHOTOSHOP  
ILLUSTRATOR

PREMIERE  
AUDITION  
SUBSTANCE PAINTER  
SUBSTANCE  
DESIGNER

## > EDUCATION

+ *Ringling College of Art + Design* 2015 - 2019

### GAME ART B.F.A.

+ *Saddleback College* 2012 - 2014

### COMPUTER SCIENCE A.S.

+ *Aliso Niguel High School* 2006 - 2010

### GENERAL EDUCATION

## > PUBLICATIONS

+ *Building a Room for The Lonely Mage, 80.lv* January 2017

+ *Student Art Spotlight: Collin Harris, Cartridge* January 2017

+ *Procedural Environment Building in UE4, 80.lv* December 2017