

# Chaydon Phelps

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[chayphelps01@gmail.com](mailto:chayphelps01@gmail.com)

972-672-1871

<https://chaydonphelps.com/>

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## SKILLS

Collaborative Work | Environment Crafting | UV Wrapping | Texture Baking | PBR Texture Creation | UE4 / UE5 Material Creation | 3D Modeling | Asset Creation | Asset Optimization | 2D / 3D Animation | Form Visualization | Niagara Systems | FX and Particle Effects | Modular Design Approach | Visual Storytelling | Blockout Design | Kit Piece Development | Video Editing | Python | HTML | CSS

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## SOFTWARE

Autodesk Maya | Autodesk Mudbox | ZBrush | Adobe Substance 3D Painter | Adobe Substance 3D Designer | Adobe Photoshop | Unreal Engine 4 and 5 | Adobe Animate | Adobe After Effects | Adobe Premiere Pro | Adobe Illustrator | Marmoset Toolbag | Renderman

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## EXPERIENCE

### *Freelance 3D Artist - General 3D Artist*

*Aug 2023 - Current*

- Collaborated with clients, including independent game developers and various industries, to meet their 3D design needs.
- Adapted to varied project requirements, showcasing versatility in different art styles from realistic to stylized representations.
- Designed, sculpted, and textured a large variety of 3D assets, ranging from environments and props.
- Optimized 3D assets for different platforms, ensuring high visual fidelity while maintaining performance benchmarks.
- Utilized a suite of industry-standard software, including Maya, ZBrush, and Substance Painter, to bring concepts to life.

### *SHSU - Independent Study Project: Environment Art - Level Artist / Environment Artist*

*May 2023 - Aug 2023*

- Collaborated with the professor to ensure each section of the project was completed within the specified deadlines.
- Addressed various facets including artistic direction, modeling, texturing, lighting, special effects, and optimization such as type of pieces being made, color and style of each piece, clean topology and optimized meshes.
- Managed project objectives with minimal supervision.
- Resolved technical challenges related to Unreal Engine such as crashes, lighting issues, and node discrepancies.

### *Lowe's - Assistant Back-End Clerk*

*Jan 2021 - Aug 2021*

- Managed and maintained records of inventory, shipments, and deliveries.
- Reconciled invoices with purchase orders, ensuring accuracy of shipments and addressing discrepancies.
- Collaborated with suppliers, delivery personnel, and department managers for timely product reception and dispatch.
- Assisted with inventory audits and collaborated with the merchandising team on stock-related issues.

### *SOI Group - Office Assistant / Data Entry*

*Jan 2019 - Mar 2020*

- Managed and entered all worker transactions into the company's database.
  - Handled and sorted transactional documents, ensuring data integrity and accuracy.
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## EDUCATION

### *Bachelor of Fine Arts: Animation*

*Aug 2020 - Aug 2023*

Sam Houston State University

**Relevant Coursework:** Animation Concepts And Techniques, Advanced 3D Computer Animation, Experimental Animation, Shading, Lighting & Rendering, 2D Computer Animation, Character Animation, Website Development