

# Daniel Siebert

Environment Artist

[www.danielsiebert.com](http://www.danielsiebert.com)

314.708.0139

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

## Objective

To obtain a position as a environment artist that collaborates with a talented team to create the best games in the industry.

## Skills

Character modeling  
Environment and prop modeling  
Texture creation  
UV mapping  
Drawing  
Organization and communication skills  
Problem solving  
Efficiency

## Software

Autodesk Maya  
Adobe Photoshop  
zBrush  
CrazyBump  
Microsoft Office Suite

## Experience

Simutronics Corporation: 07/2011-present

QA Tester on Tiny Heroes for iOS

- Identified defects by paying close attention to quality, entertainment, visual appeal, sound, environment, challenge level and overall functionality.
- Participated in focus group testing that contributed to game balancing.

iClips Network: 09/2007-present

3D Character and Environment Artist

- Work closely with a small team to create virtual environments and iPhone games
- Model assets such as buildings, trees, plants and other required environment props
- Texture creation for environment and prop models
- UV mapping of assets
- Create assets from concept art and photograph reference
- Model characters, vehicles and props for iPhone games
- Develop game ideas with coworkers for the iPhone
- Optimize models and asset files

## Education

Webster University: 2004-2006

Graduated with a Bachelor degree in interactive media with emphasis in animation

Jefferson College: 2002-2004

Graduated with an Associate of Arts degree