

Stone T. Cleven

3D Modeling & Texturing Artist

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EDUCATION

University of Central Florida, Florida Interactive Entertainment Academy (UCF, FIEA)

M.S. - Interactive Entertainment

2018

Worcester Polytechnic Institute (WPI)

B.S. - Interactive Media and Game Development (IMGD)

2015

SPECIALIZED SKILLS

- High-Poly Sculpting
- Low-Poly Modeling
- Retopology
- Texturing
- UE4 Materials
- UV Mapping
- Character Concepting
- Digital Painting

SOFTWARE

- ZBrush
- Autodesk Maya
- Substance Painter
- Unreal Engine 4
- Photoshop
- Marmoset Toolbag 3

PROJECTS

FIEA Capstone Project, Orlando, Florida, Jan–Aug 2018

Liminal, a 3D platformer developed by an interdisciplinary team of sixteen, released Early Access to Steam

- Collaborated with team on player character concept and color scheme.
- Modeled and optimized final character mesh.
- Modeled props and environment assets.
- Assisted in creation of promotional materials.

Universal Studios Prototype, Orlando, Florida, Jan–Apr 2018

Worked with Universal Studios on prototype as proof of concept for possible attraction, developed by an interdisciplinary team of eleven.

- Collaborated with team members and Universal Studios contacts on appropriate aesthetic.
- Modeled enemy character and modeled and textured item assets.
- Created some UI art.

FIEA Rapid Prototype Production, Sept–Dec 2017

Fast-paced development of four games through project life cycles in multiple interdisciplinary teams.

- Concepted, modeled, textured, and animated 3D and 2D assets across each project.
- Collaborated with team members on scope and aesthetic per project.

WPI Major Qualifying Project (MQP), Takemura Lab, Osaka University, Osaka, Japan, July–Nov 2014

Hikari Michi (光道), a VR speedrun game utilizing the Leap Motion and Oculus Rift, developed by an interdisciplinary team of four.

- Modeled and textured player character, items and objects, and modular environment pieces.
- Co-authored paper detailing project.
- Exhibited project at WPI's PAX East 2015 booth, in Boston, MA.