

Isaac Lovy

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Education

Champlain College | Burlington, VT

May 2024

Bachelor of Science Degree in Game Art & Animation, Minor in Game Programming

Activities: Tabletop Games Club & Student Government Association

Work Experience

Healthy Design | Artist

January 2021 - April 2021

- Worked with an interdisciplinary team, utilizing agile development and scrum practices.
- Communicated efficiently while working entirely remotely in multiple weekly meetings.

Projects

Molementum | Lead Artist

August 2023 - Present 2024

- Working on a multiplayer action party game on a team of 18.
- Authored Internal tools for environments & to develop for color blind players.
- Created tools and defined pipelines to aid both artists and designers.
- Rigged & Animated our Player Character.
- Created shaders and visual effects to give satisfying player feedback.

Relaxarena | Programmer

April 2024

- Worked on a short time frame to deliver a project in Unity using OSC input devices.
- Adapted to changes in project timeline, and team resources.
- Created with the influence of the needs of external stakeholders.

Clocking Out | Artist

February 2023 - April 2023

- Worked on an FPS game project with a team of eight.
- Utilized agile and scrum practices effectively.
- Rigged and animated player and enemies for use in game.
- Implemented assets in the Unity Game engine.

Skills

Autodesk Maya

C++ | C# | Python

Houdini | Maya

Unity | Unreal

Git

Jira | Confluence | Google Suite

Adobe Suite