

HEATHER KOHLMAN

kohlman3d.com

406.390.6793 / hrkohlman@gmail.com

SKILLS & SOFTWARE

- Unreal Engine
- Maya
- Adobe Photoshop
- Digital & Traditional Illustration
- Substance Designer
- Substance Painter
- 2D/3D Animation
- Rigging
- 3D Modeling and Texturing

EDUCATION

The Art Institute of Seattle – Seattle, WA
Bachelor of Fine Arts in Game Arts & Design

Sept. 2013 - Sept. 2017

ACADEMIC PROJECTS

Final Transmission, Racing / Vehicle combat
VFX Artist

2017

- Created blood particles, splatter decals, smoke FX, explosion FX
- Worked on a team of seven students

Grimmstar, Space shooter
VFX Artist

2017

- Created force field FX, various explosion FX, beam emitters, steam FX
- Worked on a team of ten students

ORACLE, 3D platformer
VFX Artist

2016 - 2017

- Created spark FX, animated hologram materials, flashing lights, disintegration FX
- Consulted with classmates on game features and bugs
- Worked on a team of five students

CORE, 2D platformer
Scripter / Artist / Animator

2015

- Created scripts in Construct 2, plugging in all assets and designing gameplay
- Worked on a team of six students
- Provided additional art and enemy animation

WORK & MILITARY EXPERIENCE

Security Industry Specialists - Seattle, Amazon campus
Security specialist

Nov. 2017 – current,
Dec. 2015 – Dec. 2016

- Customer service
- Provided physical security and building audits

US Navy - USS. John C. Stennis, CVN-74
Interior Communications Electrician, 3rd Class

Sept. 2008 – Sept. 2013

- Maintenance electrician; maintained and operated flight deck surveillance system
- Instructed and supervised junior technicians