

Gabriel Page

Hard Surface Modeling & Game Developer

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Projects

DATA ENTRY: PORTAL | Game Developer, Hard Surface Modeler | August 2023 – December 2023
Re-envisioned VR version of the 1986 game created by Rob Swigart and published by Activision.

- Developed environment models within Autodesk Maya and Unreal Engine 5.
- Designed VR (Virtual Reality) puzzles and environments in Unreal Engine 5.
- Worked with a team of four to develop Niagara particle simulations in Unreal Engine 5.

Low_Battery | Lead Modeler, Animator, Texture Artist & Rigger | March 2022 – May 2023

3D animated short about a robot and its drone friend finding a place to charge themselves.

- Created all 3D models and textures in Autodesk Maya.
- Rigged and weight-painted the main character model in Autodesk Maya.
- Animated the entire short in Autodesk Maya.

Neon Piano Uncensored | Environment Artist, Game Developer | October 2016 – December 2016

A game jam challenge with a randomly generated game title and genre.

- Created 3D models in Autodesk Maya
 - Designed 3D environment in Unreal Engine 4
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Skills

Hard Surface Modeling	Game Design	3D Environment Art	VR Asset Creation
VR Game Development	UV Mapping	3D Texturing	Game Development
3D Modeling	3D Animation	3D Rigging	3D Rendering
HTML5	CSS3	JavaScript	C#

Software

Autodesk Maya	Adobe Substance	Adobe Photoshop	Adobe After Effects
Unreal Engine 5.1	Blueprint	Adobe Illustrator	Adobe Premiere Pro
Unity	Visual Studio	Slack	Perforce Helix Core

Education

- **Bachelor of Arts** | Digital Technology & Culture
Washington State University Vancouver | December 2023 (Expected)
 - **Associate of Applied Science (AAS)** | Computer Game Development
Mt Hood Community College | February 2018
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Awards

Tom Hagley Sr. Award for Exceptional Strategic Counsel | WSUV | December 2022

Work Experience

- **Transportation Security Officer** | Department of Homeland Security | 2019 – 2021
Provided federal security at Portland International Airport. Completed Transportation Security Officer Basic Training at Georgia's Federal Law Enforcement Training Center.