

# DEVIN REIMER

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## HIGHLIGHTS

Excellent sense of colour theory, form and composition developed through 6 years of fine arts training and a lifetime of painting, drawing and sculpting. Skilled at 3D modelling, texturing and concepting game characters and assets.

## EDUCATION

**3D Computer Graphics - Post-graduate diploma - Red River College** 2015

- Focused on efficient 3D modelling workflows and techniques within Maya and ZBrush using organic and hard surface modelling techniques, retopologizing and laying out efficient UVs for use in game engines
- Excelled using node-based texturing workflows within Substance Designer to create both lifelike and stylized, physically based and traditional textures
- Successfully implemented low polygon models and textures within Unity and Unreal Engine 4, using composition and lighting to create immersive and interesting environments
- Created environmental, character and asset concept art, working from initial concepts to final assets, while managing timelines within a fast-paced environment

**Bachelor of Fine Arts Honours - University of Manitoba** 2013

- Learned art theory, design, painting, drawing, printmaking, sculpture and art history, developing a good sense for composition, colour theory and proportion through both drawing and painting majors, focusing on the human form
- Through final year-long thesis project, developed the ability to be self-directed and plan projects from beginning to completion, while considering conceptual elements as well as philosophical and sociological narratives

**Digital Tutors online courses** 2014-2015

- Completed the following courses: Intro to Substance Painter, Intro to lighting in Unreal Engine 4, intro to Unreal Engine 4, Character concepting workflows for games in Photoshop, Creating a game-ready sci-fi Environment in Maya, Quick start to Unity, CG101:Texturing, Creating Dynamic Weapon Concepts for games in Photoshop, Creating Next-Gen game assets in Maya

## EMPLOYMENT

**Sign Maker** **John Henry Creations Inc.** 2010 - 2015

**Bellefosh Signs** 2007 - 2008

**Checker Signs** 2003 - 2006

- Worked effectively as part of a team to design and build signs, displays, parade floats and murals
- Excelled at layout, design and concepting of signs and parade floats in a fast-paced environment with tight deadlines
- Planned and managed material use and stock for screenprinting and vinyl application while managing the screenprinting department at Checker Signs
- Mastered a wide range of sign production procedures and techniques over nearly ten years. Learned hand-lettering and fabrication of old-fashioned wooden cottage signs
- Excelled at foam sculpting, coating and painting at large scale for use in parade floats, installations and dimensional displays