

EMMA BEUKES

Games Producer & 3D Artist

CONTACT

- Contact Form for Phone/Email
- Portfolio Website
- LinkedIn

SKILLS

- Agile Project Management
- Crucial Conversations
- Scheduling
- Task Prioritization
- Efficient Meetings
- Communication Across Disciplines
- Knowledge and Understanding of Different Art Pipelines

SOFTWARE

- Slack
- Jira
- Asana
- Trello
- Excel
- Miro
- Unreal Engine
- Unity
- Adobe Suite
- Autodesk Maya

EDUCATION

University of Utah, Salt Lake City, UT
Master of Game Production & Design
2023 - Present

University of Utah, Salt Lake City, UT
Bachelor of Game Design
2019 - 2023 | Cum Laude

Hanze University, Groningen, Netherlands
Game Design
2018 - 2019
Studied abroad for a year.

EXPERIENCE

Red Games CO, 3D Artist (Converted Intern)

AA Game Studio

Company Website: <https://www.redgames.co>

MARCH 2023 – Present

- Worked on the latest updates for LEGO BRAWLS: Ninjago Dragons and BRAWL OUT 2023
- On a new project, created 3D assets, sculpted and baked textures from high to low, and created painted/procedural textures
- Worked closely with the project art director and producer to clarify and communicate important issues that may have arisen down the pipeline
- Worked with other disciplinary specialists such as animation and rigging artists to discuss model needs and to adjust to new art direction/project needs
- Frequently met with other 3D artists on the project to discuss art pipeline needs, hand-offs, and workflow adjustments | *Have handed-off/hopped-on 30+ assets from the team*
- Effectively communicated early in the process when 3D assets were blocked, delayed, or needed clarification with management | *All assets to date have been delivered when expected*
- Responded to bug reports and fixed visual issues within a timely manner | *Bugs fixed within 1-2 days of initial report*
- Provided production support in the form of clarifying tasks, facilitating communication, and written documentation

PROJECTS

Hell of a Racket, Producer/Art Lead

Unreal Engine 5

Steam Page: https://store.steampowered.com/app/2340030/Hell_Of_A_Racket/

AUG 2022 - MAY 2023

- Team consisted of 32 people, led the art team (10 ppl.), held meetings to review assets, scope ideas, and offer advice | *38 of 63 assets were revisited and fixed*
- Created spreadsheets and documentation to track art assets and art pipeline | *Tracked 60+ assets, 61 of 63 assets made it to the final product*
- Communicated with designers on the cost of new features, for example, what art assets were needed, engineering time required, and added complexity | *Saved 3-4 weeks of development time by mitigating a potentially problematic design feature*
- Communicated with artists when the pipeline had to be altered to accommodate a new gameplay mechanic or technical limitation
- Spoke often with the engineering team to clarify constraints and needs for game features | *Tracked and followed 15+ bugs*
- Worked with the team to determine and prioritize most important tasks | *100+ Tasks created and prioritized in the last 2 months of development*

Pip's Journey, Producer/3D Artist

Unreal Engine 4

Itch Page: <https://rainstorminteractive.itch.io/pips-journey>

AUG 2021 - DEC 2021

- Producer of a team of 6 people. The game was completed with 3 levels as a small demo in the span of 14 weeks
- Directed discussions shaping general game direction and level design principles
- Discussed with the team at the midpoint of the project about the final scope and direction | *2 levels were cut, while a much simpler tutorial level was created*
- As part of the project, created the main character model, animations, and the interactive VFX