# ROBERT KREPS

3D Generalist | Unreal Generalist

ROBERTKREPS3D@GMAIL.COM
WWW.ROBERTKREPS.COM

## SKILLSET

My skills are focused in the creation of hard surface props used in a realtime rendering pipeline for game engines. I excel at subdivision modeling highly detailed meshes and using them to bake normal maps for low detail game-ready meshes. Examples of assets I've created that suit my strengths include futuristic battle armor, tanks, robotic drones, realistic and sci-fi weapons, train cars, and spaceships.

In more recent projects I took on the responsibility of lead artist, acting as liason between the art director and art team. I've also contributed to art tools and art pipeline development within Unreal Engine using my experience in Blueprints.

### Unreal

- Environment Layout
- Static and Runtime Lighting
- Reflection Environment Setup
- Sequencer Animation & Cinematics
- Static & Skeletal Mesh Import/Setup
- PBR Material Creation and Instanced Layered Material Workflow
- Blueprint/Blutility Tools for Artists

### Asset Building

- Hard Surface Modeling
- High Detail Sculpting
- UV Unwrapping
- Game-Ready Low Density Mesh Creation
- High to Low Baking Process
- Texturing PBR Compliant Texturesets

### Software

- Autodesk 3DS Max
- Autodesk Maya
- Pixologic Zbrush
- Blender
- Perforce
- Substance Painter & Designer
- Adobe Photoshop
- Houdini
- Marvelous Designer
- SVN

## EXPERIENCE

### Cyan
April 2020 - April 2025

Lead Artist on Riven (2024)
Environment Artist on Myst (2021)

My time at Cyan was spent mostly in Unreal, laying out environments, setting up lighting and reflection environments, setting up materials, and pouring love into all the little details that these titles are known for. Our titles had to scale between running on Meta Quest and high end PCs and Macs. Building assets, enviroments and lighting that ran to spec and reached our quality levels was an immense challenge that I learned a lot from. Leading an art team under these restrictions was also a great learning experience.

### The Third Floor
2016 - 2020

Asset Builder/3D Generalist - Worked as an asset builder in the quick-paced world of previsualization. Responsible for creating assets with a very quick turnaround for shot creators. Asset building in previs includes modeling props, characters, entire environments, lighting, and rigging. All assets are prepped and organized very cleanly to make the lives of animators and shot creators easier.

### Liquid Development
2010 - 2016

Hard Surface Artist/Prop Builder - Worked as a contract artist on several AAA titles including Halo 5, Halo 4, Forza Horizon 2 (Credited), Batman Arkham Origins, Mass Effect 3, and Firefall. Responsible for modeling and texturing high quality hard surface assets under strict deadlines, receiving feedback and making appropriate changes as directed.

## EDUCATION

Art Institute of Pittsburgh (AiP) | Pittsburgh, PA | 2006 - 2009
B.A. in Game Art & Design

Kellogg Community College (KCC) | Battle Creek, MI | 2003 - 2006
Associates in General Studies