



Gabriel Conway-Burt

Profile

I am an LA based Environment Artist who mixes a keen technical and creative skill set to create Environments for games with narrative, gameplay, and composition in mind.

Contact

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On the Web

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Address

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Socials

www.linkedin.com/in/gabriel-conway-burt333

Work Experience Hunu Interactive

Modeled, textured, and animated maps, tiles, and 9 characters for Godot. Managed a small team of three artists, setting meetings and deliverables, while working with design, production, and engineering.

Santa Monica Mountains Fund - Graphic Designer

Illustrated flyers, posters, posts, website UI, and art using Photoshop and Canva. Managed Social Media Platforms (Instagram, Facebook, and Twitter) using Hootsuite

Red Cross Lifeguard

Responsible for monitoring large groups of children, first aid, and water rescue. General caretaking of kids, enforcing safety regulations.

Summary of Skills

Concept Development

Experience to create assets for a range of art direction styles, from photo-realistic to stylized.

Interpret and push concept designs to the next level while navigating technical constraints like draw calls, poly count, texture memory, and streaming budgets.

Partner with Product and Delivery leads to ensure visibility into team velocity deliverables, and production phases.

Form and Function

Expert modeling, sculpting, and texturing skills, able to generate clean and efficient immersive levels.

Technical Art background, knowledge of advanced Unreal Engine material creation, blueprints, Python/MEL scripting and creating efficient environment/world building workflows & tools.

Strong ability to create tiling and trim texture sets

Experience with lighting, sequencer, camera, layout, fx, and animation in Unreal Engine.

Experience with procedural world-building workflows (Houdini, Geometry Nodes, or similar in-engine PCG systems)

Communication

Collaborative mindset, able to partner closely with Tech Art, Design, and Engineering to achieve shared goals.

Partner with Product and Delivery leads to ensure visibility into team velocity deliverables, and production phases.

Actively participate in critiques and provide/receive constructive feedback to improve the quality of 3D assets. Iterate on designs based on feedback and artistic direction

Self-motivated - can execute the vision for the level until completion in a timely and efficient manner

Can breakdown environment tasks, create asset briefs and help support both studio and external artists, create documentation for the future.

Education

Gnomon School of VFX

Certificate in Digital Production
October 2023-September 2025
August 2019-May 2023

California Lutheran

University

B.A. In Multimedia, Emphasis in Visual Effects, Magna Cum Laude
Dean's List

Digital Skills:

3D and Games

Maya
Z-Brush
Unreal Engine 5
Unreal Engine 4
Niagara
Adobe Substance Painter
Marvelous Designer
NukeX
Niagara
Adobe Premier
Unity
Godot

Procedural Tools

Houdini
Gaea
Speed Tree
Adobe Substance Designer