

# Adrian Pieroni

Environment Artist

[www.adrianpieroni.com](http://www.adrianpieroni.com)

Oshawa, Ontario  
L1J 4B9

Phone: 289 685 8567  
pieroni.adrian@gmail.com

---

## Software Skills

Maya, 3DS Max, Zbrush, Photoshop, Quixel Suite, Substance Painter, UE3, UVLayout, xNormal

## Education

### **Advanced Diploma | Game Development**

Durham College **2014**  
Oshawa, Ontario

### **Certificate | Foundations in Art & Design**

Durham College **2011**  
Oshawa, Ontario

## Experience

### **Skywind – 3D Artist**

#### **May 2015 - Present**

- Asset production for The Elder Scrolls Renewal Project: Skywind, a total conversion mod of 2002's Morrowind within Skyrim's Creation Engine.
- Modeling & texturing of various assets, such as weapons, artifacts, environment props.
- Cooperation with both professional artists as well as hobbyists within a remote working arrangement.

### **Freelance Environment Art Contract**

#### **Philippe Patenaude**

#### **Feb 2015**

- Modeled and textured a cave environment using Maya and Photoshop for an animator's character animation demo reel.