

Ashton Abercrombie-Carreiro

Environment Artist

Port Moody, BC
+1 (778) 386-2747
ajacarreiro@gmail.com
artstation.com/ashtoac
[linkedin.com/in/ashton-
abercrombie-carreiro/](https://linkedin.com/in/ashton-abercrombie-carreiro/)

OBJECTIVE

Environment artist looking to pursue my passion of collaborating with like-minded artistic communities who strive to create and design polished worlds. I aim to develop enriching gameplay environments using my talents and knowledge.

EXPERIENCE

3D Environment Artist

Vancouver Film School - Game Design

March 2024- August 2024

UE5 Final project "Get GOO'D"

- Environment concept, modeling, and texturing
- Procedural textures using tiling & trim sheets
- Keeping a cohesive style in collaboration
- UE5 Material editor
- UE5 Niagara VFX

3D & 2D Artist

Vancouver Film School - Game Design

November 2023 - February 2024

Unity Team project "Stay Fast"

- Vehicle and environment modeling and texturing
- Modular buildings and props
- UI/UX Design

Environment Artist

Vancouver Film School - Game Design

January 2024- April 2024

UE5 Level design, Fantasy project "Realm of Calouran"

- Using a base project to create our own level and world
- Landscape tools using vertex painting
- Set dressing 3 environments within 1 level
- Editing premade Niagara VFX

SKILLS

FOCUS

Maya
Substance 3D Designer
Unreal Niagara VFX
Concept Art
Technical
Documentation

KNOWLEDGEABLE

ZBrush
Substance 3D Painter
UE5 Material
Unity
Adobe Suite

HOBBIES

Hiking
Paddle Boarding
Valorant & League of Legends
Interior Design
Reading Light Novels

EDUCATION

Vancouver Film School

Game Design Diploma

August 2023- August 2024

PASSIONS

Providing believable and immersive worlds for players to get lost in while maintaining gameplay clarity through design iteration and collaboration.