



# Taylor Nicole Sauer

## 3D ARTIST

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tsauer0922@aol.com

### Skills

- \* Autodesk 3DS Max
- \* Autodesk Mudbox
- \* Adobe Photoshop CS6
- \* SGI
- \* XNormal
- \* Unreal Development Kit
- \* Marmoset Toolbag
- \* MS Office Suite
- \* SCRUM Development

### Game Experience

#### Midgard Saga

Bjeardsoft

7 Months

HUDMenu Artist, Environmental Artist

Tactical Role Playing Game  
(15 Memeber Team)

- \* Created art for HUD and menus
- \* Modeled and textured environmental assets for Tavern level
- \* Created tileable terrain textures
- \* Correctional art pass over textures



#### Mushees

Fashionably Late Studios

4 Months

Texture and Concept Artist

1st Person Shooter  
(10 Memeber Team)

- \* Generated initial game pitch
- \* Created character concept art
- \* Modeled/textured Mushee character
- \* Texture artists for environmental assets
- \* Created HUD
- \* Created concept art for marketing materials



#### The Wild Within

Flaming Shark tornado

8 Weeks

Concept, Character, HUD, Environment Artist

2D Platformer  
(5 Memeber Team)

- \* Created concepts for both environments and main character, Tiponi
- \* Animations for Tiponi
- \* Design of HUD
- \* Voice of Tiponi



### Additional Experience

#### Golden Corral

Cashier/Waitress

Feb 2012 - July 2012

San Antonio, TX

- \* Managed front register
- \* Waitressed tables

#### Bill Miller BBQ

Cashier

Jan 2009 - July 2011

San Antonio, TX

- \* Managed the drive-thru and front registers



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tsauer0122@adcom

## Education

Gulldhall at SMU

Plano, TX

Masters of Interactive Technology

Art Creation

Dec 2012 - May 2014

University of Texas

San Antonio

San Antonio, TX

Bachelors of Fine Arts

Art (Drawing)

Aug 2006 - Dec 2011

## Additional Information

Mascot artist for Omnicon in McAllen, TX (2012)