

# TITUS MORRISON

## 3D GENERALIST

### CONTACT

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### EDUCATION

**BACHELOR OF SCIENCE •  
MAY 2022**  
CONCENTRATION - GAME DESIGN &  
ANIMATION

Kent State University •  
Kent, Ohio, USA

Graduated with Distinction -  
*Summa Cum Laude*

### KEY SKILLS

Team Player  
Organized  
Communicative  
Proficient in Multiple Artistic &  
Technical Disciplines

### ART SKILLS

Modeling  
Sculpting  
Texture Painting  
Rigging  
Animation  
Scripting

### INTERESTS

Board Gaming  
Miniature Painting  
Scarves  
Sock to Gremlin Conversion

### PROFILE

Motivated 3D Generalist with a strong emphasis on project organization and team dynamics. Skilled at working under pressure in a collaborative environment, acting on and providing constructive feedback, and quickly adapting to new workflows.

### EXPERIENCE

**CO-FOUNDER / LEAD ENGINEER • MAY 2022—PRESENT**

Melty Clown Studio LLC • Kent, Ohio

Responsible for working in a hybrid setting to develop gameplay systems, create game art, and manage build deployment for a commercial game title (*Bonnie's Bakery*).

- Worked with a tight-knit team to design gameplay mechanics, level designs, game visuals, and story elements that fit the directors' vision.
- Coordinated with multiple texture artists to generate 3D environment assets from 2D images.
- Developed visuals of the game using particle systems, post-processing, and custom scripts.
- Managed release of the game and post-launch support on Steam and itch.io.

**3D ARTIST INTERN • JUNE 2021—AUGUST 2021**

Square Table Games • Kent, Ohio

Responsible for remotely working with an art director, concept artists, and texture artists to develop enemy character models for use in Unreal Engine.

- Used ZBrush, Blender, and Substance Painter to create models with optimized geometry and efficient UV maps.
- Coordinated with team members to ensure model quality, concept accuracy, technical fidelity, and integration of character-specific gameplay mechanics.

**COMPUTER LAB ASSISTANT • JANUARY 2020—MAY 2022**

Kent State University • Kent, Ohio

Responsible for opening, maintaining, sanitizing, and supervising a university computer lab, as well as providing on-demand technical support for students.

- Provided students with technical and workflow help primarily related to 3D modeling, architectural visualization, animation, and game design.
- Coordinated with faculty to ensure lab computers stayed up to date with the latest versions of relevant software.
- Supervised and maintained lab space and equipment.