

Will Clevenger

Creative Lead & 3D Artist

CONTACT

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[LinkedIn](#)

[Portfolio](#)

Experience

Creative Lead | *Creative Department*

June 2025 - Present

Project Darkwater

- Directed the artistic and narrative vision for a cross-functional team of 2D/3D artists, audio engineers, and designers to ensure a cohesive project identity.
- Authored a 50-page Art Style Guide that reduced asset revision rates by 20% across the 2D and 3D teams.
- Collaborated across departments to align creative goals with technical execution.

3D Artist | VFX Artist | Web Dev | *Project Gardener*

June 2024 - Present

Original Bug Games

- Concepted, modeled, and textured hard-surface environment assets and weapons, importing them through the full art pipeline.
- Designed a library of modular VFX for environment, weapons, and creatures, ensuring consistent visual language and rapid deployment across levels
- Built and deployed studio and portfolio websites from scratch using HTML, CSS, and JavaScript, integrating a headless CMS (Sanity), dynamic content pipelines, and third-party APIs including Formspree and Sketchfab.

3D Artist Intern | *Intern Team*

January 2026 - May 2026

A Square Games & Simulation, LLC

- Modeled and textured optimized environmental props from start to finish.
- Optimized environment props for Unity, reducing draw calls while maintaining visual fidelity.
- Built Shader Graph effects and created simple rigs and animations.

3D Character Artist & VFX Artist | *Launching Limbs*

Dec. 2024 - Jan. 2025

Yogscast Game Jam

- Modeled and textured high-quality characters, ensuring consistency with the project's artistic style.
- Designed and implemented engaging VFX to enhance gameplay and visual appeal.
- Contributed creative ideas to improve character design, animations, and overall game aesthetics.

3D Artist & VFX Artist | *Light Reforged*

Oct. 2023 - June 2024

- Created diverse prop and environment assets through the full 3D art pipeline, ensuring clean topology and precise UVs.
- Textured and implemented models and materials directly in Unreal Engine.
- Designed and integrated 20+ visual effects using Unreal's Niagara System.

SOFTWARE

- Maya
- Blender
- ZBrush
- Substance 3D Painter
- Substance 3D Designer
- Adobe Suite
- Unreal Engine
- Unity
- Niagara System
- Shader Graph
- Jira
- ClickUp
- GitHub
- Microsoft Office

SKILLS

CREATIVE

- Hard Surface Modeling
- UV Unwrapping
- Texturing
- Lighting

TECHNICAL

- VFX (Niagara/Shader Graph)
- Material Creation
- Optimization

PRODUCTION

- Documentation
- Project Coordination
- Agile/SCRUM
- Problem Solver
- Cross Disciplinary Communication

Education

Associate of Arts Degree

2018 - 2020

Saint Johns River State

College Enrolled with majority already completed.

Bachelor of Arts in Digital Media

2021 - 2024

University of Central Florida

GPA: 3.6

President's Honor Roll, Summer 2022, Fall 2022, Spring 2023