

Ethan Bowes

<https://aristocraticart.ca> 1314 Haultain St Victoria BC 778-269-3530 ethanbowes@gmail.com

Summary

Creative and technically skilled 3D Environment Artist with a degree in Digital Media and a strong portfolio of game-ready assets. Proficient in Blender, ZBrush, Substance Suite, and Unreal Engine 5. Seeking to contribute artistic and production-ready modeling to a collaborative studio environment.

Skills and Tools

- **Modeling & Texturing:** Blender, ZBrush, Substance Painter/Designer/Stager
- **Engines & Editors:** Unreal Engine 5, idTech, Game Maker, RPG Maker
- **Scripting & Web:** CSS, Java, Python
- **Creative Software:** Photoshop, Cubase
- **Other:** PBR workflows, ray tracing optimization, lighting, particles, AI scripting

Experience

3D Modeling Portfolio — *Self-directed*

- Created 20+ high- and low-poly assets optimized for real-time rendering
- Developed PBR textures and pipelines for Unreal Engine 5 integration
- Featured assets: dirt bike, chainsaw, crane, shotgun, and stylized vehicles

Unreal 5 Level Design — *University & Personal Projects*

- Built modular environments with lighting, particle systems, and scripted AI
- Designed interactive levels inspired by puzzle-FPS mechanics

Game Maker & RPG Maker Projects — *Solo Development*

- Designed 2D pixel art assets and scripted gameplay systems
- Created original music and sound design using Cubase

Additional Experience

Computer Sales Associate — *London Drugs (2014–2016)*

- Delivered customer service in a fast-paced retail setting
- Trained new staff and managed inventory systems

Landscaping & Agricultural Work — *Various Roles*

- Demonstrated reliability, teamwork, and physical endurance
- Adapted quickly to changing tasks and environments

Education

Bachelor of Arts, VIU, BC (2017) — Minors in Digital Media (3.9 GPA) and Sociology

<https://aristocraticart.ca> 1314 Haultain St, Victoria BC 778-269-3530 ethanbowes@gmail.com