

Cameron Hickling

Game Artist

1 (519) 878-2380

www.cameronhickling.com

CameronHickling@gmail.com

Creative and detail-oriented 3D artist with 4+ years experience creating immersive environments and props. Skilled in creating high-quality 3D assets, including terrain, buildings, props, and foliage, with a focus on performance optimization and visual fidelity.

PROGRAMS AND SKILLS

3ds Max, Maya, Blender, Photoshop, Substance Painter, Substance Designer, ZBrush, SpeedTree, Marmoset, Unreal, Unity
3D modelling, sculpting, asset optimization, UV mapping, texturing, PBR workflow, lighting, modular environment design
Time management, adaptability, communication, attention to detail, work ethic, problem-solving, strong eye for composition

PROJECTS

Plans On You (PC, Unreal, Third-Person RPG)

Environment Artist at Black Squirrels Studio, 2025

- Modelled and textured series of 3D modular building elements in Blender and Photoshop to generate varied environments.
- Created 25+ low-poly and stylized trees, plants, and rocks to match established artstyle.
- Ensured consistent quality of 3D assets while maintaining very low polygon counts and optimised texture maps.

Low Carbon Hero (PC, Unity, Digital Boardgame)

3D Artist at Imaginary Number Entertainment, 2023

- Modelled and textured 30+ low-poly buildings and props, optimizing for visual clarity in game environments.
- Collaborated with teams of 10+ artists and designers to establish and maintain a cohesive visual style across all game assets.
- Optimized assets by reducing poly counts and texture sizes, improving game performance by 20% on target hardware.

My Nuts (PC, Unity, Endless Runner)

3D Artist and Animator at Spinbyte Studios, 2015

- Designed, created, rigged, and animated fully playable main character, contributing to core gameplay and visual identity.
- Modelled and textured 30+ environment assets and props, including foliage and vehicles, to enhance game world immersion.
- Optimized 100% of the asset library for mobile platforms, reducing file sizes and draw calls to ensure smooth performance.

Little Miss Aligned (PC, Unity, Third-Person Perspective Platformer)

3D Artist, Animator, Level Designer at Wind-Up Games, 2014

- Sculpted, textured, rigged, and animated the main character, contributing to both gameplay and visual storytelling.
- Modelled and textured 40+ environment assets and props, supporting a cohesive and immersive game world.
- Designed and iterated on 8+ forced-perspective puzzles, leveraging unique gameplay mechanics to enhance engagement.
- Awarded 3rd place "Best Art" and 3rd place "Best Game Overall" at Level Up 2015 among 80+ competing student projects.

EDUCATION

Game - Art

George Brown College, Toronto, Ontario, Canada

Ontario College Advanced Diploma

2022 - 2025

- Recipient of the Governor General's Academic Medal for highest academic standing, and Best Game Art Portfolio in 2025

Game Level Design

Sheridan College, Oakville, Ontario, Canada

Ontario College Graduate Certificate

2013 - 2014

3D Animation and Character Design

Fanshawe College, London, Ontario, Canada

Ontario College Graduate Certificate

2012 - 2013

Interactive Media Design

Fanshawe College, London, Ontario, Canada

Ontario College Diploma

2010 - 2012

EXPERIENCE

Environment Artist

Black Squirrels Studio, Toronto, Ontario, Canada

2024 - 2025

- Modelled and textured 50+ assets, including foliage, modular buildings, and environments, contributing to visually rich game world.
- Iterated on asset designs based on team feedback and performance testing to balance high visual fidelity with optimization standards for real-time rendering.
- Collaborated with a team of 10 artists and designers to maintain consistent visual style and scale across environments.

Claims Processor

Canada Life, London, Ontario, Canada

2018 - 2022

- Processed 150+ medical and dental insurance claims daily with 99% accuracy, ensuring timely and error-free submissions.
- Supported mailroom operations by sorting 200+ pieces of mail a day and tracking backlog to improve efficiency.

3D Artist, Animator, Game Designer

Spinbyte Studios, Oakville, Ontario, Canada

2015 - 2017

- Modelled and textured 70+ characters, environment assets, vehicles, and props for mobile games with Maya and Photoshop.
- Rigged and animated 20+ characters, vehicles, and props to support gameplay mechanics and cutscenes.
- Managed and organized asset libraries in Unity, including reusable shaders, models, and animation clips for streamlined development.
- Optimized all assets for low-end hardware, reducing poly counts and texture sizes to ensure smooth performance on devices with limited resources.