

DAWSON PELOQUIN

3D Environment and Prop Artist

CONTACT

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HIGHLIGHTS

- Awarded **Best Student Project at Games for Change Awards** in 2024 for the game *Stop and Breathe*.
- Skilled team manager and leader, collaborating and organizing in an academic and workplace setting.
- Knowledgeable in the 3D pipeline, skilled with modeling, UV unwrapping and optimizing, high poly baking, texturing, and rendering

SOFT SKILLS

- Project Management
- Teamwork and Collaboration
- Creative and Critical Thinking
- Time Management
- Leadership
- Effective Communication
- Video Game Passion
- Problem Solving

HARD SKILLS

- Unreal Engine
- Unity
- 3DsMax
- Blender
- Substance Painter
- Photoshop
- Premier Pro
- Scrum and Agile
 - Workflows
- Version Control
- Trello/Jira/Clickup
- Miro
- Retopology
- UV Optimization
- Shader Code
 - Blueprints

PROJECTS

Stop & Breathe

SEPT 2023 - SEPT 2024

Team Manager | 3D Art | Level Design | Game Design

- Lead and managed team throughout all of development, leading scrums, planning meetings, and organizing tasks in all pipelines.
- Was the main 3D artist on the team, responsible for creating props, modular kits, shaders, textures, and working with concept artist
- Designed several levels and Hub world, creating an LDD to plan puzzles and mechanics for the teach/test/challenge pipeline

Mac-10 Workbench

DEC 2022 - APR 2023

Solo Project | 3D Art

- Created a detailed 3D weapon using 3DsMax and Unreal 5
- Produced several high quality textures, changing colour through masks and material graphs
- Used blueprints to swap textures of the weapon, gradients, and attachments

The Library

NOV 2021 - JAN 2022

Team Project | 3D Art

- Collaborated with others to create a large 3D environment
- Used task organization tools (trello) to schedule and plan assets per member
- Created assets quickly and efficiently to populate the scene

WORK EXPERIENCE

Kerr Splash Hot Tubs, Barrie, ON, CA

OCT 2018 - PRESENT

Assistant Head of Sales

- Spoke with customers to pitch products and services in a professional and clear manner
- Developed and refined interpersonal skills to collaborate with colleagues and assist costumers

EDUCATION

2020-2024

HONOURS BACHELOR OF GAME DESIGN, SHERIDAN COLLEGE

- Graduated with Honors and scoring a GPA of 3.65/4
- Focused on working with teams of developers across all disciplines
- Relevant course work:
 - 3D scene creation, level design principles, Game & Play design