CAMERON NANNEY

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PROFESSIONAL SUMMARY

Game development professional with over 6 years of experience across AAA studios, independent teams, and animation production, supported by a foundation in 3D software dating back to 2014. Experience spans asset creation, game design, tool scripting, general programming, and quality assurance. Collaborates closely with other disciplines and developers, bringing clear communication, shared problem-solving, and a willingness to take initiative and help guide work forward. Combines artistic and technical skills to solve production challenges and improve workflows.

EXPERIENCE

QA Generalist, *Apr. 2025 - Jul. 2026*

Bungie, *Bellevue, WA*

- Supported development of multiple Destiny 2 expansions, working closely with the Raid and Dungeon team to test and refine encounter mechanics and player experience.
- Contributed to tuning combatant vitality and sandbox balance, as to match intended difficulty across 18 unique encounters.
- Conducted performance, networking, and photosensitivity testing across upcoming and existing content.
- Tested user interfaces, player investment, and progression systems for functionality and consistency.
- Created developer tools and databases to assist with performing, recording, and analyzing gameplay info.

Mid-level 3D Artist & Game Designer, *Nov. 2020 - Feb. 2024*

RedG Studios, *Phoenix, AZ*

- Created environment and character assets for an Unreal Engine project as part of a small independent development team.
- Directed project art style, developed and documented the foundation for technical art guidelines.
- Collaborated on game design, refining gameplay mechanics and player experience.
- Maintained visual consistency across game assets, graphic designs, and user interfaces.

Character & Environment Artist, *Mar. 2022 - Jul. 2023*

Moving Pieces Interactive, *Brooklyn, NY*

- Modeled and textured over 40 character assets, 8 weapons, and the majority of environment props used across two game titles.
- Collaborated with the creative director to maintain visual quality and resolve technical issues with assets.
- Developed a texture-masking framework to support character customization and dye variations.
- Participated in regular playtests, documenting visual defects, gameplay issues, supporting development and QA.

Character Rigging Artist, *Apr. 2021*

RoosterTeeth Productions, *Austin, TX*

- Created 15 production-ready character rigs for Red vs. Blue: Zero, compatible with the Unreal Engine mannequin.
- Collaborated with the animation team to prepare character assets for production and address rigging requirements.
- Repaired character geometry and corrected mesh normals to improve asset quality and shading.

Associate 3D Previsualization Artist, *Jun. 2019 - Sept. 2020*

Art Effects Framing, *Tucker, GA*

- Created 3D product visualizations for a client-facing marketing lookbook.
- Worked directly with the company owner to develop renders that showcased products for prospective clients.

EDUCATION & AWARDS

Drafting Technology, Architectural

Gwinnett Technical College

Oct. 2024 - May 2026

- Associate of Applied Science
- Graduated with honors
- Graduated one year early
- CAD Operator Certification.

National Gold Medal

Carnegie Hall, *New York City*

May 2020

- Received National Gold Key award for the Film & Animation category of the Scholastic Art & Writing competition
- Received Silver Key award for Artist Portfolio category of the Scholastic Art & Writing Competition.
- Event funded and organized in part by Savannah College of Art and Design

PROGRAMS & SKILLS

Art & Production

- Blender / Maya
- Substance Suite
- Adobe Suite
- AutoCAD / Autodesk Revit

Engines & Workflows

- Unreal Engine
- Unity
- Godot
- Tiger / Grognok
- Confluence
- Perforce
- Plastic SCM
- Jira
- Slack

Programming & Scripting

- C#
- Python
- GDScript
- Lua
- HTML / CSS / Javascript

Skills

- 3D Modeling & Texturing
- Rigging & Animation
- Lighting & Rendering
- Quality Assurance
- Drafting
- Production Testing
- Tool Prototyping
- Project Documentation