



FOREST ROTH

ENVIRONMENT GENERALIST

CONTACT

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EDUCATION

Gnomon School of Visual Effects
Jan 2019 - March 2022

SKILLS SUMMARY

Modeling/Texturing

Strong artistic ability to visualize levels and details with minimal concept art and direction

Strong polymodeling skills - able to clean and efficient models at a fast pace

Advanced knowledge of Maya, Unreal Engine 4/5, Substance Painter/Designer, and Marmoset

Communication

Good Communication skills - able to help others and ask for help when needed

Great team player attitude - being flexible with new ideas, being open to directions and changes. Listening to teammates.

Deadline oriented - able to manage and organize work in order to meet all deadlines and capable of adjusting when changes happen

WORK EXPERIENCE

Server
Chateau Chantal Winery
04.2019 - 01.2020

Bagger
Toms Food Market
10.2016 - 03.2017

DIGITAL SKILLS

Maya

ZBrush

Unreal Engine 4/5

Substance Painter/Designer

Quixel Mixer

Speed Tree

Marmoset Toolbag

AWARDS/RECOGNITION

GNOMON 2022 STUDENT REEL

BEST OF TERM 2021 SUMMER
(GAMESENVIRONMENT)