

Einar Thor Kjartansson

3D Artist | Stylized 3D Modeler | Environment Designer
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Skills

- 3D Modeling: Blender, Autodesk Maya
- Texturing: Substance Painter
- Rigging & Animation: Intermediate
- Graphic Design: Photoshop, Figma
- Game Engines: Unity, Unreal Engine
- Technical acumen: Asset Integration & Optimization

Experience

Miami Dade College | 3D Lead for "Lab Lockdown" & "Ventanita"

- Modeled, textured, and integrated stylized 3D assets into Unity.
- Collaborated on projects, ensuring optimized asset integration into Unity.
- Contributed to establishing cohesive style and tone.

Miami Dade College | Hackathon – October 2023 | 3D Artist for "In these Bones"

- Produced stylized 3D assets and animations using Maya and Substance Painter.
- Optimized assets for integration into the Unity game engine.

Work Experience

Joe and the Juice | Manager | August 2015-2020

- Led comprehensive staff training programs, emphasizing creativity and teamwork.
- Managed daily operations, ensuring a consistent and welcoming atmosphere.
- Ensured machine operation safety, supervised associates, and managed shift plans.

Geysir Car Rental | Cleaner/Delivery and Pickup Manager | May 2013-January 2015

- Served as the liaison main between customers, management, and sales teams.
- Coordinated tasks for cleaning, delivery and pickup teams, ensuring seamless operations.

Education & Certificates

- A.S. Animation & Game Art | Miami Dade College | Expected Spring 2024
- Information Technology | Ármúli Comprehensive College | 2020-2021
- Social Studies | Suðurnes Comprehensive College | 2012-2014
- The Web Developer Bootcamp | Udemy | 2019
- Unreal Engine 5: Beginners Course | Udemy | 2020

Projects/Portfolio

[Instagram Portfolio](#)

- Showcase of stylized 3D assets and animations, including environments, props, and characters.

[Artstation Portfolio](#)

- Comprehensive collection of 3D modeling and texturing work, demonstrating a versatile range of styles.

Key Strengths

- Proven experience as a 3D Lead in game development projects.
- Proficient in industry-standard 3D software, including Blender and Maya.
- Strong problem-solving skills, both artistically and technically.
- Effective communication and collaboration in a team environment.
- Adaptability and positive "can do" attitude.