



Coleigh Dean

GAME ARTIST

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PORTFOLIO: <https://codeaninteractive.com/>

EDUCATION

Savannah College of Art and Design

BFA in Interactive Design

& Game Development 2023 - 2027

Dean's List Student with 3.83 GPA

SKILLS & INTERESTS

Technical Skills: Proficient in Maya, Unreal Engine, Adobe Sampler, Painter-Photoshop, Illustrator, Premiere Pro, Canva, Social media platforms, Microsoft office suite, and Google application.

Soft Skills: Team Collaboration, verbal communication, active listening, time management, attention to detail, patience, Adaptability in group settings conflict resolution, reliability and accountability.

Interests: 3D asset creation, character design, concept design, environment modeling, art direction.

CERTIFICATES

Adobe Certified Professional in Visual Design Using Photoshop

Canva Design Essentials

PROJECTS

The Quiet Facade - May 2025

3D Asset Production

Autodesk Maya, Adobe Substance Sampler, Adobe Substance Painter, Adobe Photoshop, Unreal Engine

- Demonstrated strong proficiency in 3D environment art by modeling architecture and organic assets and creating custom textures using Maya, Substance Sampler/Painter, and Photoshop.
- Demonstrated effective production workflow and attention to detail through asset creation, foliage development with alpha cards, and building a cohesive, realistic scene.

The Mossway - March 2026

Virtual Environment Development

Autodesk Maya, Adobe Substance Sampler, Adobe Substance Painter, Adobe Photoshop, Unreal Engine

- Showed strong proficiency in 3D environment art by modeling a realistic alleyway scene and creating custom textures using Maya, Substance Sampler/Painter, and Photoshop.
- Demonstrated effective research and production workflow by gathering references, developing foliage with alpha cards, and implementing custom HDRI lighting in Unreal Engine to enhance scene realism.

Offspring - November 2025

Tabletop Game Creation

Procreate

- Demonstrated strong collaboration and project development skills by contributing to a team based board game from concept to final printed product.
- Contributed to visual development by creating map art from early concepts to final design using Procreate, supporting a cohesive and production ready game aesthetic.

EXPERIENCE

THE UPS STORE

Salesperson

Chelsea, AL & Savannah, GA

February 2026 - Present

- Delivered strong customer service by assisting customers with shipping, returns, and print services.
- Collaborated effectively with a diverse team.

CHELSEA COFFEE HOUSE

Barista

Chelsea, AL

February 2021 - March 2022

- Managed multiple tasks efficiently in a fast-paced environment.
- Handled cash transactions accurately and responsibly.