



Vaughn Beardslee

Environment Artist

Contact

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Socials:

artstation.com/reithe

Profile

I have a love for node-based systems wether it be in Substance Designer or in the Unreal Material graph. My willingness to engage with these systems has pushed the stylization and realism of my environments beyond what would be possible otherwise.

Summary of Skills

Program Knowledge

- Maya
- Substance Designer & Painter
- Unreal Engine
- ZBrush
- Adobe Suite

Skills

- Unreal post processing
- Understanding of Physical lighting

Soft Skills

- Clear and effective communication
- Receptive to Feedback

Professional Experience

Junior techincal Artist

Woven by Toyota, Sunnyvale CA
July 2025 - October 2025

- Created, assembled, and optimized premade assets for real-time Unreal Engine environments for experimental in-vehicle experiences.
- Optimized 3D automotive CAD models, animated vehicles

Awards

Top 30 in Mihoyo's
"Dive Into Dreams 3D
Render Challenge"
(2024)

Created a 5 second animation transitioning halfway through from a "Real world" to a "Dream world". Animation was awarded in the top 30 submissions.

Education

BFA Game Art, Gnomon,
North Hollywood, CA,
June 2026

Interests

Videogames, art, animals
/ cats, reading, pyschology