Mason Mockler

Artist

2510 San Gabriel St. | Austin, TX 78712

830-309-9515 | masonmockler107@gmail.com |www.linkedin.com/in/m-mockler | https://y3llowradish.neocities.org/Portfolio

Senior UT student in **Arts and Entertainment Technologies** pursuing a career as a **2D Artist** and **Animator** in the **Game Development** Industry. I have experience in **2D Asset Creation, 2D Animation,** and **Concept Art** within gaming projects.

EDUCATION

The University of Texas at Austin, Austin, TX   August 2021 - Present
Bachelor of Science in Arts and Entertainment Technologies
   Concentration in Game Development | Certificate in Elements of Computing |Minor in History

The University of Texas at San Antonio, San Antonio, TX   June 2020 - May 2021

Relevant Coursework:
   2D Animation For Games | 3D Modeling and Texturing | Video Game Art Pipeline | Game Capstone: 2D and 3D

WORK EXPERIENCE

Freelance Artist, Austin, TX (remote)   August 2020 – Present
   ● Produces artwork by commission for clients over social media outlets.
   ● Creates 2D digital art pieces including painted and pixel illustrations in cartoon and realistic styles, and character design.

University Co-op NFPO, Austin, TX   June 2021– Present
Store Associate
   ● Provided customer service.
   ● Facilitated the exchange and sale of textbooks between students and book retailers across the country

Domino's, San Antonio, TX   November 2020 - April 2021
Customer Service Representative

PROJECTS

Zenith (Collaborative), Austin, TX   January 2025– current
Artist *3D/2D Real-time Strategy Game*
   ● Texturing, 2D, and concept artist
   ● Created textures for 3D models, and 2D assets within the game.
   ● Developed the aesthetic concept behind the game.

V-Shift (Collaborative), Austin, TX   August 2024– January 2025
Artist *2D Multiplayer battle platformer Game*
   ● Produced Sprite/General Animation, UI, Background Art, and Concept Art.
   ● Developed the aesthetic concept behind the game.
   ● Created multiple sets of animations for every character, including pixel animations and illustrated character select animations.

SKILLS

Programming Languages: Java | Javascript | HTML | CSS | C#
Tools: Unity | Clip Studio Paint | Maya | Adobe Substance Painter | Fusion 360 | Unreal Engine
Languages: French: Basic

HONORS AND AWARDS

Quirk: The Literary Journal of the University of The Incarnate Word 2023

- Painting was publicized in the 2023 issue of the online magazine