

Carly Faulds

3D Artist | Technical Artist

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 Ontario Canada

 carlyfaulds.com

Summary

3D and Technical Artist focused on stylized assets and real-time visuals for games. Experienced in 3D modeling, texturing, shaders, VFX, animation, and Unity implementation, with additional experience in C# scripting and audio.

Skills

3D Art

- Blender
- 3D Modeling
- UV Mapping
- Texturing
- Substance Painter
- Rigging & Animation

Technical Art

- Unity Shader Graph
- VFX Graph
- Particle Systems
- Unity Implementation

Programming

- C#
- Unity Scripting

Projects

65Square — DEFEND , *3D Environment / Prop Artist*

June 2026 — Present

- Creating a stylized 3D shop environment designed to be viewed from multiple interactive perspectives.
- Handling the full 3D asset pipeline, including modeling, UV mapping, texturing, and asset optimization.
- Collaborating with the development team to maintain a consistent visual style and prepare assets for Unity implementation.

Untitled Indie Game Project, *3D Artist / Technical Artist*

June 2025 — Present

- Creating stylized 3D characters, including modeling, UV mapping, texturing, rigging, and animation.
- Developing custom shaders and full-screen visual effects using Unity Shader Graph.
- Designing and implementing real-time spell VFX and particle effects in Unity.

Grasping Chaos — College Capstone , *Art Lead | 3D / Technical Artist*

January 2025 — April 2025

- Created 3D characters, environments, and game assets, including modeling, texturing, rigging, and animation.
- Created 2D artwork, UI assets, custom shaders, and materials that helped define the game's visual style.
- Created and implemented gameplay audio and sound effects in Unity.
- Served as Art Lead, helping maintain a cohesive visual direction across the project.

Education

Niagara College, *Advanced Diploma in Game Development*

September 2022 — April 2025 | Welland, Ontario