

Kimberly Heidhues

3D Modeler and Virtual Reality Content Developer

kheidhues.media@outlook.com

www.distancedimension.com

[kimberly-heidhues \(LinkedIn\)](#)

EXPERIENCE

Freelance 3D Modeler

JANUARY 2017 - PRESENT

- Design and model props and characters with a high to low poly workflow for use in game engines and virtual reality experiences and simulations
- Create new textures using Quixel Mixer and implement them in Unreal Engine
- Paint textures using Substance Painter
- Render photo-realistic images using Arnold

“John’s Wizard Dungeon” (VR Game)

JANUARY 2019 - MAY 2019

- Modeled, UV mapped, and textured various assets based on concept art
- Collaborated with a group of 3 on game mechanics and art style
- [John's Wizard Dungeon](#)

“Divine” (VR Game)

OCTOBER 2018 - MAY 2019

- Created “Divine,” a virtual reality flying experience for the HTC Vive, so that I could learn the entire development pipeline.
- Featured in the UCF BFA Exhibition as an [installation](#)

EDUCATION

University of Central Florida, Orlando, FL — *Bachelor of Fine Arts in Emerging Media - Experimental Animation*

AUGUST 2015 - MAY 2019

GROUP EXHIBITIONS

Nova: 2019 Spring SVAD Biannual BFA Exhibition, UCF Art Gallery, Orlando FL

RESEARCH

Presented research “An Exploration of Virtual Reality Entertainment” at the UCF 2019 Showcase of Undergraduate Research Excellence

SKILLS

3D Modeling, Digital Sculpting, Virtual Reality Development, UV Mapping, Texturing, Rigging, Photo-Realistic Rendering, High-Low Poly Workflow

SOFTWARE

Maya, 3DS Max, zBrush, Substance Painter, Quixel Mixer, Arnold, Unity, Unreal Engine