CHRISTINA ORCUTT

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Experience

Senior Environment Artist

Survios : May 2016 - October 2025

- Created and maintained documentation for tools and procedures.
- Helped manage, approve, and create tasks for outsourcing.
- Worked with Production to determine tasks and meetings as well as managing and creating Art Tasks in Jira and Shotgrid.
- Helped conduct interviews across multiple disciplines: Art, Design, Production, Engineering, Effects, etc.
- 3D Environment Modeling, Texturing, LODs; Prop Modeling, Rigging and Animation; 3D Sprite Imposters, Set Dressing of Levels; Logo and Advertisement Creation for in-game Content; Creative Brainstorming and Prototyping; Optimization of Levels; Research and Development for VR; Onboarding of New Artists.
- Experience developing VR games using Unreal Engine on Vive, Oculus, Quest, and PSVR; Unity on Vive and Oculus.
- Prepped and made models for 3D printing. Worked with 3D Trophy Factory to get 3D models printed for Survios.
- Collaborated with marketing to deliver polished key art aligned with brand and visual direction for public-facing promotions.
- **Titles Shipped:**
    Alien: Rogue Incursion : Evolved Edition
    Alien: Rogue Incursion
    Creed Rise to Glory: Championship Edition
    Puzzle Bobble VR: Vacation Odyssey
    Westworld: Awakening
    The Walking Dead: Onslaught
    Battlewake
    International AAA Comic-Con Demo
    Electronauts
    Sprint Vector
    Raw Data

Game Artist and Game Designer

USC Game Innovation Lab : April 2015 - December 2016

- 3D Environment/Prop Modeling, Texturing, and Reference Scouting of Campus.
- Helped design and develop an immersive educational experience for incoming USC students.
- Debugged different issues that arose on mobile builds.
- Created the builds, tested, and uploaded them for the three platforms.
- **Title Shipped:**
    USC On The Safe Side (iOS, Android, Web)

Showcaser

Disney Interactive Studios, Inc. : June 2015 - August 2015

- Promoted and demoed Disney Infinity 3.0 at convention booths, connecting with fans and encouraging hands-on play to build excitement and drive sales.
- Collaborated with marketing and development teams to create an interactive booth experience that attracted and engaged attendees.
- Answered detailed questions from consumers and the press about gameplay, features, and design.

Graduate Teaching Assistant

University of Southern California : January 2015 - December 2016

- Taught and led select class sessions, supporting course delivery and facilitating discussions on core topics.
- Assisted professors with grading, course setup, and assignment development, ensuring a smooth and engaging learning experience.
- Managed the class Tumblr page to share materials, updates, and student work, enhancing class engagement.
- Provided one-on-one mentorship to students seeking help with coursework and creative development.
- Handled class communication and organization, ensuring deadlines, materials, and announcements were well managed.

Award Volunteer

Indiecade : October 2014 (Seasonal)

- Helped design the aesthetics and laser cut of the special individual awards.
- Ran the IndieCade Award Twitter Feed.
- Ran games and oversaw areas to help manage the crowds.
- Set up and broke down gaming stations and technical equipment.

Publications

Benefits of Social Media When Advertising Your Products

Franklin Academy - Feb 21, 2025

- Spoke as a guest speaker to students on how social media can help them when starting a small business to advertise their products. Some of the things I talked about were going into detail on different strategies they can do to increase their target audience; as well as how to foster engagement with their audience and the importance of market research and how being on multiple platforms is extremely beneficial. Also went over various free tools available to them to help them start off their small business.

Game Making Tools: More Than What You Think

Virginia Commonwealth University · Sept 14, 2022

- Spoke as a guest speaker on how game-making tools can be used in ways more than what people tend to perceive as a typical game and how they can be used as an art expression, for immersive journalism, etc. Essentially be used to tell the world whatever you would like; as it's interactive media you can create using the tools people use to make video games. Also talked about how you can introduce game making into the classroom for children k-12 and the free resources available for them.

Christina Orcutt Interview - Puzzle Bobble 3D: Vacation Odyssey Colorblind Mode

Screenrant · Oct 2, 2021

- Interviewed by Screenrant about Puzzle Bobble 3D: Vacation Odyssey's many color blindness options and how they work and what went into making them.

Puzzle Bobble 3D: Vacation Odyssey Environment Designer Discusses Accessibility Options and More

The Pro Faned Otaku · Sept 23, 2021

- Interviewed about the Colorblindness Accessibility in Puzzle Bobble 3D: Vacation Odyssey. Went over types of colorblindness, what we did in the game to help those with color impairment, and went over a little bit about what else is being done in the world to help those with accessibility issues.

Breaking into VR with Survios: The Time is Now

Wonder Women in Tech · Aug 18, 2017

- Spoke on a Panel at the Wonder Women in Tech Conference in Long Beach. We talked about what it was like breaking into VR as women, what our experiences as women at Survios was like, what some of the different and unique challenges you have to design for because the tech is VR, plus, a few other things.

Education

Master of Fine Arts
Interactive Media and Game Design
University of Southern California 2014 -2017

Bachelor of Fine Arts
Visual Effects (Major)
Animation (Minor)
Savannah College of Art and Design 2009-2013

Skills & Competencies

- 3D Modeling and Texturing
- Environment Art Asset Creation
- Art Style Consistency
- Documentation and Organization
- Art Asset Optimization
- 3D Printing and Laser Printing
- Playtesting and Feedback
- VR Development
- Graphic Design and Font Creation
- Game Design
- Management of Outsourcing
- Collaboration and Teamwork
- Strong Communication Skills
- Time Management and Efficiency
- Adaptability to New Technologies and Techniques
- Self-Confidence/Positivity
- Passionate for Video Games
- Photography
- Exhibit and Set Design
- Baking Desserts

Software

- Autodesk Maya
- Zbrush
- Substance Painter
- Substance Designer
- Photoshop
- Illustrator
- After Effects
- Indesign
- Premiere
- Premiere Rush
- Unreal
- Unity
- Perforce
- Jira
- Confluence
- Speedtree
- Shotgrid
- Miro
- Figma
- Google Workspace