

Stephen Scubelek

Senior 3D Artist

Real-time environment art, hard-surface assets, and self-developed game production

CONTACT

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FOCUS

Real-time environment art

Hard-surface modeling

Modular asset construction

Unity game development

Real-time environment workflows

PBR texturing

Game-ready optimization

SOFTWARE

Maya

Substance Painter

Unity

Unreal Engine 5

Photoshop

ZBrush

Blender

Marmoset Toolbag

PROFILE

Senior 3D Artist with 5+ years building real-time environments, hard-surface assets, modular content, and production-ready 3D models for simulation, training, and game development. Strong blend of artistic judgment and technical problem solving across Unity, Unreal Engine, PBR materials, optimization, layout, and cross-discipline review. Currently expanding full-game Unity development through Boardcraft: Crokinole, covering custom physics, UI, multiplayer-ready systems, material presentation, and Steam-facing polish.

PROFESSIONAL EXPERIENCE

Senior 3D Artist

Jun 2022 - Jun 2026

Mass Virtual | Orlando, FL

- Lead and mentor artists creating believable, modular, production-ready assets and environments for real-time training and simulation applications.
- Translate sketches, references, design intent, and technical requirements into refined 3D assets that support visual, training, and production goals.
- Collaborate with art, design, and technical teams to solve modeling, layout, optimization, material, and pipeline challenges across protected government contract work.
- Build hard-surface vehicles, props, components, and environment assets with attention to silhouette, proportion, construction logic, material response, and real-time readability.

Junior 3D Artist

Apr 2021 - Jun 2022

Mass Virtual | Orlando, FL

- Created hard-surface and environment models from reference, design needs, and production feedback for real-time visualization and training scenarios.
- Built modular assets that balanced visual quality, technical constraints, reusability, and consistent scale across larger production sets.
- Revised, troubleshoot, and optimized 3D content based on art direction, technical review, and performance requirements.

SELECTED GAME DEVELOPMENT

Boardcraft: Crokinole

2026

Self-developed Unity multiplayer physics based game

- Developing a complete digital Crokinole game in Unity, spanning custom 3D/2D disc physics, tactile shot behavior, board-state handling, UI flow, and polished presentation.
- Designing material-driven board customization with authored wood, marble, resin, color, and finish variations that support gameplay and close-up capture.
- Building Steam-ready visual presentation across lighting, camera capture, workshop-style customization UI, gameplay readability, and multiplayer-oriented systems.

EDUCATION & TRAINING

Bachelor of Arts, Kutztown University of Pennsylvania

Dec 2020

UE4 Modular Environments by Clinton Crumpler

Jul 2020

Vegetation and Plants for Games by Jeremy Huxley

Mar 2020