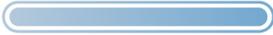# Conor Behrens

Technical Artist

Conor Behrens is a technical artist specializing in game asset production, fashion visualization, shader design, and optimization.

Blender

Unity

Adobe Creative Suite

Maya

Marvelous Designer

GitHub

Substance 3D

Unreal

C#

conorbehrens.com
artstation.com/skuwid
cdbehrens96@gmail.com
914-255-5583

Experience

IWD Retail Software (2023-ongoing)
3D Graphic Designer

- Creating 3D models of apparel, fixtures, points of sale, and manufactured products to enable their integration into a visual merchandising platform.
- Producing content based on photos, technical documents, 3D files, and/or sketches in 3DS Max and converting to proprietary files.
- Creating 3D textures and their templates to allow for future color or pattern adaptations.
- Understanding clients' briefs, transmitting and coordinating external resources to meet quality and timeline objectives.

Peloton Lanebreak (2022-2023)
Technical Artist

- Technical art asset production, implementation, and optimization.
- Designed animated shaders and modeled 3D assets for interactive game element prototyping.
- Unity development for integrating artwork upgrades and sideloading onto tablet devices.
- Profiled and optimized assets to test constraints of tablet hardware and verify that artwork can run efficiently during gameplay.
- Consultation for best practices and approaches for designing, implementing, and optimizing art assets.
- General repository management to maintain clean workflow & efficient merging of artwork and technical art features.

CareerMD (2019-2021)
Project Manager, Junior Designer

- Programmed and designed interactive website landing pages for clients hiring for medical and healthcare practices.
- Project management for frontend web design, marketing, and promotional material production.

iD Tech - NYU (2017-2018)
Instructor

- Led and instructed courses on 3D modeling and 3D printing to classes of high school students using Maya.
- Led and instructed courses on game design to classes of high school students using Unity, Unreal, and C#.

Education

Parsons School of Design (Graduated May 2019)
- BFA in Design & Technology
- Game Design Concentration