

IAN HAUT

Email: ian.haut@gmail.com | Portfolio: <http://ianhaut.com> | Location: Open to relocation

Summary

Hello! I am an illustration student and 3D environment artist with experience creating game-ready props and environment assets from concept to implementation. My background in geology and biology informs my realistic environmental storytelling, material creation, and worldbuilding. In my free time, I rock climb, read, and cook.

Skills

- Unreal Engine 5
- Autodesk Maya
- ZBrush
- Level Design / Encounter Design
- Blender
- Adobe Creative Suite
- Substance Painter
- Real-time rendering pipelines
- Substance Designer
- Quadspinner Gaea
- SpeedTree
- Modular Environment Construction

Experience

- **3D Environment Art Intern**
BEAM Earth Studio | Dec 2025 - Present
 - Create game-ready 3D props and environment assets from concept through Unreal Engine 5 implementation
 - Model, unwrap, and texture assets using Maya, Substance Painter, and Substance Designer
 - Collaborate on early visual development for a speculative climate-future game world
- **Design Intern**
FreshCut Paper | Jun 2024 - Aug 2024, Jun 2025 - Aug 2025
 - Developed concept sketches and prototypes for 3D pop-up card products
 - Illustrated final production artwork for 13 designs
 - Established a new visual product style through iterative design and critique
- **Illustrator**
Complex Stories Design Agency | 2024
 - Created commissioned illustrations including maps and spot illustrations
- **Game Producer and 3D Environment/Character Artist**
Brown | RISD Game Developers | Mar 2025 - Present
 - Led production for an isometric 3D game, coordinating and communicating across art and programming teams
 - Create 3D environment and character assets for in-game implementation
 - Art directed visual development and maintained cohesive worldbuilding
 - Run 3D modeling workshops and mentor student artists
 - Support team organization, task delegation, and inclusive studio culture
- **Geology Department Merchandise Designer**
Brown U. | Mar 2023 - Present
 - Design science-themed merchandise and illustrations for department use
- **Freelance Artist**
Fimbulwinter Arts | Jun 2022 - Aug 2022
 - Co-founded and ran small art business selling fiber art and original illustrations at local renaissance faires and comic conventions

Projects

- Tidelands 2100 (3D Environment Artist)** | High-fidelity 3D role-playing game exploring climate change adaptation through worldbuilding. Unreal Engine 5.
- Lucid (3D Artist and Producer)** | 3D isometric puzzle game using optical illusions to guide the player through a dreamlike world. Godot Engine.
- Insect Cathedral (3D Environment Artist)** | Realistic 3D walkthrough level of an overgrown cathedral overtaken by insects. Unreal Engine 5.
- Hungry Haus (3D Artist)** | Analog 3D horror game about a living haunted house. Godot Engine.

References available upon request.