

# IAN HAUT

ian.haut@gmail.com | 978-430-5574 | <http://ianhaut.com>  
Concord, MA

## Summary



I am a 3D Environment Artist and game developer focusing on environmental storytelling and worldbuilding. I'm proficient in using industry standard software like Maya, Zbrush, Substance, Houdini, and Unreal Engine to create 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.

## Education



**Rhode Island School of Design | Brown University  
Dual Degree Program**

Bachelor of Fine Arts (BFA),  
Illustration - Rhode Island  
School  
of Design

Bachelor of Arts (BA), Earth,  
Climate, and Biology - Brown  
University

## 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

**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
- Support team organization, task delegation, and inclusive studio culture

## Software



- Unreal Engine 5
- Houdini
- Autodesk Maya
- ZBrush
- Blender
- Photoshop
- Substance Painter / Designer
- SpeedTree
- Quadspinner Gaea

**Design Intern**

**FreshCut Paper | Jun 2024 - Aug 2024, Jun 2025 - Aug 2025**

- Developed concept sketches and prototypes for 3D pop-up cards
- 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

**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