

SEAN C. LOVE

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GAME DESIGN

Versatile Artist and Technical Implementer dedicated to crafting immersive game worlds and character-driven assets. Proven track record at Epic Games validating, optimizing, and integrating 3D content for high-profile LEGO titles. Expert in UE5 pipelines, PBR workflows, and cross-functional collaboration, ensuring every asset enhances the narrative while meeting rigorous technical performance standards.

Core Competencies:

- **Asset Implementation:** UE5 Production Pipeline, Technical QA and Validation, LOD and Performance Management, Outsource Management, Version Control and Repository Management, Project Lifecycle Tracking
- **Technical & Environment Art:** PBR Material and Texture Development, High-Fidelity World Building, Blueprint Visual Scripting, VR Optimization and Design, Digital Sculpting and Modeling, Environmental Storytelling

Selected Highlights:

- Shipped multiple LEGO experiences including *Odyssey*, *Brick Life*, *Ninjago*, and *Expeditions* as part of the Minifigure team, collaborating cross-functionally with Props, Icons, and Emotes teams to deliver cohesive in-game content.
- Identified as an emerging leader and trained for a Lead role on the BR Environment Art team, supporting team execution and quality standards across deliverables.
- Supported internal incubation of a new mobile experience, contributing to the design and early development of core gameplay mechanics and foundational systems.

PROFESSIONAL EXPERIENCE

Epic Games, Cary, North Carolina

September 2023 – March 2026

ASSET IMPLEMENTER (September 2023 – March 2026)

Integrate and optimize high-volume 3D content within Unreal Engine. Validate technical specs, manage LODs/collisions, and streamline pipelines to ensure seamless asset performance and QA for world-class production environments.

- Successfully cleared a critical production backlog by delivering high-fidelity LEGO minifigure assets ahead of schedule and under budget, ensuring seamless integration for multiple global releases including *LEGO Fortnite: Odyssey* and *Ninjago*.
- Championed cross-team collaboration between Props, Icons, and Emotes departments to standardize asset implementation workflows, maintaining visual parity and technical QA across multiple shipped LEGO experiences.

Little Grim, Dallas, TX-Remote

June 2023 – September 2023

3D Environment Artist

Deliver high-fidelity world-building from block-out to final polish, transform conceptual visions into immersive, story-driven environments. Balance artistic excellence with technical precision, ensure all 3D assets are seamlessly integrated and optimized for peak performance within the engine.

- Executed the full asset production pipeline for high-fidelity environment props, utilizing ZBrush for high-poly sculpting and Maya for optimized retopology to deliver AAA-standard, engine-ready 3D models.
- Developed complex PBR materials and textures within the Substance Suite, collaborating closely with Art Directors to establish consistent visual language and atmospheric set dressing for immersive game levels.

EDUCATION

Bachelor of Arts in Radio, TV, Film

California State University, Fullerton

Certificate in Tech Art

Vertex School, Austin

Featured in Vertex School [*Student Success Story*](#)