

# Noa Schneider

Level Designer / Environment Artist



## Profile

Level Designer / Environment Artist who focuses on creating immersive, emotionally engaging spaces through strong worldbuilding and thoughtful design.

## Education

BFA in Game Art 2023-2026

Gnomon, Los Angeles California

## Professional Experience

3D Art Intern

Wicked Fox Games, San Francisco, California

- Responsible for the creation of one 3D background for the Pinup Poker game project
- As the only 3D artist on the project, I was responsible for all 3D content generation (modeling, texturing, shader visual scripting, lighting)
- Responsible for 3D lessons and guidance for colleagues interested in 3D art

## Experience

Delivery at Dusk Project

Game Creation 4 / Demo Reel

- Created an original game level prototype
- Used Blueprinting for level and mechanic scripting
- Built procedural level and environment tools to aid iteration and creativity
- Designed look and feel of level mechanics and art style
- Designed architectural & environmental kits for custom PCG tools
- Focused on scale readability across different areas and structures

## Contact

NoaaSchneider@gmail.com

<https://noaschneider.com>

## Skills Summary

- Passionate about creating compelling spaces through shapes, lighting, and mise en scene
- Focuses on expressing game ideas and aesthetics through level and environment design
- Integrates technical tools such as PCG, Houdini, and custom mel/python scripts to aid level iteration and creativity
- Strong understanding of technical and artistic aspects of various game art and design workflows
- Fits well into collaborative and creative environments
- Experienced with modular kits, PBR materials, RGB masking, trim sheets and crafting atmospheric storytelling spaces in UE 5.
- Has a strong foundation in composition, scale, and lighting.

## Skills

Game Engines

- Unreal Engine
- Unity

Modeling & Sculpting

- Maya
- Zbrush

Procedural tools

- Houdini
- Speedtree
- Gaea

Texturing

- Substance Painter
- Substance Designer
- Photoshop
- Illustrator
- Marmoset Toolbag

Source Control

- Git Hub