Cameron Treon

Portfolio: https://camerontreon.com/
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I am a passionate artist who loves to create, and I enjoy problem-solving and working with technology. I have experience with 3ds Max, Maya, Photoshop, Substance Painter, and After Effects, as well as the Unity and Unreal game engines.

Game Projects

BREACH | Showcase of my work

I created concepts; I modeled, textured, rigged, and animated some of the in-game characters, including the player character; and I created some additional art assets.

Starbot Showdown | Showcase of my work

In conjunction with the other members of the sound team, I produced sound effects and music tracks for the game.

Education

George Mason University, Fairfax, VA
Graduated magna cum laude in May 2021
Computer Game Design, BFA
3.7 GPA