

AVERIE LOCKHART

3D & GAME ARTIST, UX/UI
DESIGNER



averielockhart3D.com



Riverton UT
84096



385-209-7896



averielock@gmail.com

Hey there! I'm Averie – a 3D Game Artist & UX/UI Designer! From traditional art and 2D, 3D Modeling to graphic design and UX/UI, I've dabbled in it all! My passion also extends to working with youth, especially with K-8 students, whether I'm teaching or mentoring in the classroom.

EDUCATION

UX/UI Design

University Of Utah - 2025

Art For Games Specialization

Michigan State University -
2022

Game Design

California Institute of The
Arts - 2022

High School Diploma

Hillcrest High School - 2020

EXPERIENCE

Environment Artist - (June 2023 - Dec 2024)

Patchleaf Games

Responsibilities included creating stylized props, interactables, crafting items and foliage elements. Implemented assets into Unity with collisions and LODS. Contributed 50 props and improved optimization among assets.

Junior 3D Artist - (Dec 2022 - April 2023)

PIXELMARCH STUDIOS - Generalist

Responsibilities included creating low-mid poly environment assets including props and structures, and creating blockouts for level designers. Also included creating clothing pieces, armor elements and accessories under senior art supervision. Contributed to finalizing two full environment zones.

Designer & Owner (March 2018 - Present)

MochiDevil/GoosePixels - Etsy Shop

As a small business owner, I managed all aspects of creating and selling custom merchandise, including t-shirts, keychains, and stickers. I designed every product and graphic myself, handled inventory, provided customer service, and managed packaging and shipping. This hands-on experience strengthened my skills in design, organization, and entrepreneurship.

PROFICIENT IN

Blender - 9 Years

Adobe Photoshop - 9 Years

Adobe Substance Painter - 6 Years

Unreal Engine - 5 Years

Figma - 1 Year

Maya - 1 Year

Unity - < 1 Year