

# Gabriel Wilson

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Portfolio: <https://gabrielwilson8.wordpress.com/>

## Projects

January 2025 - May 2025

Patriot Circuit: <https://maia-ocampo.itch.io/patriot-circuit> I worked as a concept artist and 3d artist for the game. Creating the concept art and model for the Science Kart. Also Worked on VFX for the Science Kart ability.

August 2025 - Present

N.E.X.U.S(Never Ending Xtreme Universal Showdown): Working as art director, concept artist, 3d artist, and animator for the game. Creating concept art and models for the playable character. Rigging and animating the characters for the game.

## Skills

3d Modeling and digital painting: 3ds Max, Maya, Photoshop

Video Editing: Adobe Premiere Pro

Game Development: Unity, Unreal Engine

## Education

August 2022 - Present

**George Mason University Fairfax, VA**

*Bachelor of Fine Arts - Computer Game Design Degree*

Expected Graduation May 2026