

EILLY 3D Generalist

Savannah College of Art and Design, Savannah, Georgia

Education:

Master of Fine Arts - Game Development 2024 Savannah College of Art and Design, Savannah, Georgia Bachelor of Fine Arts - Animation 2021 Savannah College of Art and Design, Savannah, Georgia Bachelor of Fine Arts - Game Development 2021

Software:

Adobe Creative Cloud Programs, Microsoft Office Programs, Prusa Slicer, Maya, Unreal Engine, Unity, Substance Painter, Toon Boom Storyboard & Animation, Clip Studio Paint, Zbrysh

Experience:

Universal Creative - Contractor: Digital Sculpting **2023 - Present** Worked remotely in Zbrush to create prototype and show ready assets for the Universal parks. Universal Creative Intern: Digital and Physical Sculpting 2023 Worked with Universal Creative in Orlando using Zbrush and working with 3D Printing to create prototype and show ready assets for the Universal parks. SCADPro: 3D Modeler, Texture Artist, Lighter, Technical Artist 2022 Worked as a senior artist and managed the 3D art, aided others with learning Maya, modeled and textured environment assets, set up a toon shader and lit scenes. Freelance Rigging: Home is Where the Hearth is, Varial, Quack Town Smack Down, etc. 2020-2023 Rigged characters and creatures for numerous projects, some of which have been showcased by SCAD. Sock Around the Clock: 3D Modeler, Texture Artist, Rigger, Animator 2021 Modeled the main character and assisted with modeling props, textured character and some environment props, rigged and animated the main character. Roses & Thorns: 3D Modeler, Level Designer, Texture Artist, Rigger, Animator 2021 Created the character models in the game, designed levels and environments, textured most 3D assets, rigged and animated all characters, helped manage other artists. Cave Ablaze: 3D Modeler, Texture Artist, Lighting Lead 2021

Awards:

SCAD Honors	2016-2021
Savannah College of Art and Design	
Award given for outstanding performance artistically or academically.	
Dean's List	2016-2021

Modeled the main character, textured both characters and most everything in the environment, assisted on storyboarding, managed the lighting for the film.

Savannah College of Art and Design

Award given for performing well in classes, based on GPA.

Award given for outstanding overall achievement.

Achievement Scholarship

2016-2023 Savannah College of Art and Design