

pixelbutterfly.com  
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# {marie LAZAR}

game environment artist

## Skills

lowpoly asset creation in Blender, Maya, and 3DS Max  
stylized texture painting in Photoshop and 3D Coat  
highpoly sculpting in ZBrush  
map baking in xNormal

material authoring, set dressing, and lighting in Unity and Unreal  
concepting props and environments  
writing visual analysis and style guides  
giving and receiving feedback

## Experience

3D Artist

Spring 2014 - Summer 2016

Goodgame Studios - 4th Floor

With the environment art lead, created a style guide for a new IP that fit the art director's vision and the game's technical requirements. Documented the non-destructive, standardized workflow used by the art team to create stylized textures. Modeled, textured, and placed key regions of game levels in the Unreal Engine.

Environment Artist

Fall 2012- Spring 2013

Tale of Tales

Worked remotely with Tale of Tales to create art for the prototype version of the game, *An Empty World*. Created, lit, and decorated draft levels in the Unity engine. Translated the distinctive vector style of children's book illustrators Meomi into realtime 3D.

Environment Art Intern

Summer 2012

Blizzard Entertainment

Modeled and textured game-ready props for the *World of Warcraft* expansion, *Mists of Pandaria*. Painted concepts for original game assets, with a focus on plants and trees. Produced texture variants for existing assets to create a more visually-consistent game world.

Art Intern

Summer 2011

Pixo Group (formerly Pixofactor)

Modeled, unwrapped, and textured an iOS-spec 3D environment in under 50,000 tris. Produced concept paintings for the iOS and Android game, *Gaslight*. Created hi-res props for a promotional 3D short film.

Professorial Assistant

Summer 2006 - Winter 2010

MSU Games for Entertainment and Learning (GEL) Lab

Lead artist - made environments and concepts for the adventure-exercise game, *Olympus*. Created 3D assets for the award-winning serious game, *Crossroads Village*. Created visual layouts, animation, and content for flash-based web games

## Education

May 2012

Savannah College of Art and Design

Master of Arts in Interactive Design and Game Development  
4.0 GPA

December 2010

Michigan State University, Honors College

Bachelor of Arts in Telecommunication, Information Studies & Media  
Bachelor of Fine Arts in Studio Art, concentrating in graphic design  
Game Design and Development Specialization

## Awards

2012

Winner of the first Blizzard Entertainment Student Art Contest

2012

*Reveal*, Best Student-Created Game at Meaningful Play 2012

2011

SCAD Entelechy Award for Best Character and Asset Design for the model "Pestilence"