

pixelbutterfly.com
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Skills

3D modeling
stylized texture painting
highpoly sculpting
material authoring, level layout, and lighting in engine
concepting props and environments

Blender - ZBrush - 3DS Max - Maya
3D Coat - xNormal - Marmoset Toolbag
Photoshop - Sketchbook Pro - Traditional Media
Unreal 4 - Unity

Experience

3D Artist

Fall 2016 - Present

Demodern

Created a modular housing kit with over 40 house types in a historic recreation of the German city of Ulm. Constructed the city in Unity including terrain painting, particle effects, post effects, and lightmaps baked externally in Blender. Directed external artists in creating key buildings to a high degree of historical accuracy. Worked with the lead programmer to ensure a constant minimum framerate of 90 FPS in a scene with over 8,000 props.

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 Unity. 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*.

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"