

pixelbutterfly.com
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Skills

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

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

Experience

3D Artist

Winter 2017- Present

Blizzard Entertainment - World of Warcraft

Concepted, modeled, and textured plant, tree, and rock kits to fit the theme of each zone and to be maximally usable by level design. Painted sets of tiling terrain textures that complement each other and work within a zone's color scheme. Modeled, propped, and lit natural interiors (i.e. caves) using Blender, 3DS Max, and Warcraft's proprietary editing tool. Lit exterior regions, defining how the sky and sunlight looks over the course of the day-night cycle, during storms, and underwater. Created handpainted, fully-animated skyboxes.

3D Artist

Fall 2016 - Winter 2017

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 meshes.

3D Artist

Spring 2014 - Present

Goodgame Studios - 4th Floor

With the environment art lead, created a style guide for a new IP that fit the art director's vision. 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 - World of Warcraft

Modeled and textured game-ready props for the *World of Warcraft* expansion, *Mists of Pandaria*. Painted concepts for original game assets, focusing on natural objects like plants and trees. Produced texture variants for existing assets to create a more visually diverse game world. Winner of the first Blizzard Student Art Contest.

Education

December 2019

Illustration mentorship with Garrett Hanna

July 2019

CGMA - Fundamentals of Design with Tyler Edlin

October 2018

Schoolism - Fundamentals of Lighting with Sam Nielson

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