

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 - Substance Painter and Designer  
Unreal 4 - Unity - Marmoset Toolbag  
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 organic interiors (caves) using Blender, 3DS Max, and proprietary editing tools. 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 - 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. 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

*November 2020*

CGMA - Plants and Vegetation for Games with Jeremy Huxley

*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