



marieLAZAR

game environment artist

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Competencies 3D modeling - highpoly sculpting - stylized texture painting - tools creation - materials creation
setdressing - concepting props and environments - prototyping - collaboration - mentorship

Software Blender - Houdini - ZBrush - 3DS Max - Maya - 3D Coat - Substance Painter and Designer
Unreal - Unity - Marmoset Toolbag - xNormal - Photoshop - Sketchbook Pro - Peforce - Jira

Senior 3D Artist **Blizzard Entertainment - Overwatch 2**

Apr 2022 - present

Converted design blockouts to final art on PvP maps with major contributions to Antarctic Peninsula, Suravasa, Samoa, and Runasapi. Created and placed a wide range of 3D assets including architecture, organics, backdrops, props, and hero ability models. Identified opportunities to modernize environment workflows. Prototyped tools for artists in Blender and Houdini. Worked closely with level design and QA to optimize maps with a focus on memory reduction, FPS, and player experience. Collaborated with tech art and the engine team on improvements to our pipeline and proprietary engine.

Senior 3D Artist **Blizzard Entertainment - World of Warcraft**

Feb 2021 - Apr 2022

Concepted, modeled, and textured plant, tree, and rock kits to fit the theme of each zone. Painted tiling terrain textures, skyboxes, and loading screen illustrations.

3D Artist

Dec 2017 - Feb 2021

Modeled, setdressed, and lit organic interiors using 3DS Max and proprietary tools. Lit exterior regions, defining how the world looks throughout the day-night cycle, during storms, and underwater. Worked with graphics programmers to design and document new shaders.

3D Artist **Demodern**

Nov 2016 - Oct 2017

Created a modular housing kit for a historic recreation of the German city of Ulm. Assembled the city in Unity including setdressing, terrain sculpting, particle effects, post effects, and lighting baked externally in Blender. Directed outsource artists in creating landmark buildings to a high degree of historical accuracy. Worked with the lead programmer to ensure a constant minimum framerate of 90 FPS in VR.

3D Artist **Goodgame Studios**

Apr 2014 - Aug 2016

Artist on a cancelled MOBA. Modeled, textured, and placed key regions of game levels in Unreal 4. 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.

Environment Artist **Tale of Tales**

Sept 2012 - Apr 2013

Created, lit, and decorated levels in Unity for the game prototype of An Empty World. Translated the distinctive graphic style of children's book illustrators Meomi into realtime 3D.

3D Art Intern **Blizzard Entertainment - World of Warcraft**

Jun 2012 - Aug 2012

Summer intern for the World of Warcraft expansion, Mists of Pandaria. Winner of the first Blizzard Student Art Contest.

Education **Savannah College of Art and Design**

May 2012

MA in Interactive Design and Game Development
4.0 GPA

Michigan State University Honors College

December 2010

BA with honors in Telecommunication, Information Studies & Media
BFA in Studio Art, concentrating in graphic design

Additional Education

2018 - present

CGMA Procedural Modeling for Production in Houdini with Sean McEwan
Gnomon Houdini 1 with Andres Berkstein
CGMA Fundamentals of Architecture Design with Tyler Edlin
CGMA Fundamentals of Design A with Tyler Edlin
CGMA Plants and Vegetation for Games with Jeremy Huxley
Illustration mentorship with Garrett Hanna
Schoolism Fundamentals of Lighting with Sam Nielson