

EMMA JOHNSON

3D Generalist

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PROFESSIONAL SUMMARY

Dynamic 3D Generalist with 5 years of experience in modeling, texturing, and animation. Proven ability to create high-quality assets and collaborate effectively with cross-functional teams to deliver visually stunning projects.

WORK EXPERIENCE

3D Generalist

Quantum Solutions LLC

📅 Dec / 2021-Ongoing

📍 Phoenix, AZ

1. Created high-quality characters, vehicles, and props for various game projects.
2. Designed and generated textures using hand-painting and photo reference techniques.
3. Collaborated with artists and designers to meet project visual goals and deadlines.
4. Contributed to the success of projects by providing valuable feedback and creative solutions.
5. Revised and optimized 3D assets for performance and visual fidelity.
6. Utilized Adobe software for texture creation and asset management.
7. Engaged in engineering visualization projects, enhancing technical understanding.

3D Generalist

Lakeside Apparel Co

📅 Dec / 2019-Dec / 2021

📍 Chicago, IL

1. Executed modeling, texturing, and animation for various film projects.
2. Collaborated on independent films, contributing to both large and small-scale productions.
3. Served as a 3D Artist/Rigger/Animator, specializing in Zbrush and Maya.
4. Performed traditional keyframe animation and cleanup for character movements.
5. Modeled complex systems for military training simulations, ensuring accuracy.
6. Worked on an animated short, handling modeling, texturing, and lighting.
7. Produced first draft animations for multiple scenes, enhancing storytelling.

EDUCATION

Bachelor of Fine Arts in 3D Animation

Savannah College of Art and Design

📅 Dec / 2017-Dec / 2019

📍 Denver, CO

Focused on 3D modeling, animation, and visual effects, with hands-on projects.

SKILLS

Adobe Photoshop

Autodesk Maya

Mari Texturing

3D Modeling

ACHIEVEMENTS

- 🌟 Developed 50+ unique 3D assets for a major game title, enhancing visual quality.
- 🌟 Streamlined the texturing process, reducing production time by 20%.
- 🌟 Led a team project that received an award for Best Visual Effects at a film festival.