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www. https://augpolys.com/

🔄 https://github.com/ncab/UE-work-examples/

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Certified 3D Technical Artist with over 3 years experience in augmented reality, games, and asset and pipeline optimization.

Experience

3D Technical Artist - Pretty Big Monster July 2022- Present

- Optimize models and textures for real-time
- Model, texture, and rig 3D assets optimized for targeted platforms such as Snapchat, 8th Wall, Spark AR, and Effect House
- Convert high poly models and UDIM textures to lightweight models and textures

3D Technical Artist - Augmented Polys LLC Aug 2021- Present

- Develop engine pipeline tools for streamlined production using Python and C++
- Triage, debug, and patch issues relating to assets, blueprints, and code
- Develop shaders, master materials, and C++ base classes
- Optimize models, textures, and lighting
- Model and texture 3D assets optimized for targeted platforms such as Snapchat, 8th Wall, Apple AR, and Unreal Engine
- Convert high poly models and UDIM textures to lightweight models and textures for real-time

3D Artist - Funomena Aug 2021- Mar 2022

- Shipped Ralph Lauren's "The Winter Escape" game
- Modeled and textured 3D assets
- Communicated across game studio disciplines like producers, developers, tech artists, and studio leadership
- Created greyboxes of environments
- Tested assets in game engine
- Set dressed and created layouts of environments

Animation Production Intern - DreamWorks Animation Sept 2020 - Dec 2020

- Shadowed modelers and surfacers and learned about optimizing and building show assets
- Worked with surfacing mentor on projects to learn more about surfacing best practices
- Took DreamLearning classes on 3D modeling and surfacing for games and animation
- Shadowed production crew and learned the animation production pipeline from start to finish
- Assisted production staff with daily tasks and show organization
- Interned on Jurassic World: Camp Cretaceous

Top Skills/Software

- | | | |
|---------------------|----------------------|----------------------|
| • Maya | • Unreal Engine | • GitHub |
| • ZBrush | • Python | • Visual Studio Code |
| • Substance Painter | • C++ | • Perforce |
| • Photoshop | • Project Management | • Blender |

Education

Unreal Engine Technical Art, Certificate - Vertex School Issued Oct 2023

Fine Arts - Digital Media, B.A. - University of Pennsylvania Graduated May 2020

Summa cum laude

- The Fine Arts Award in Design 2020 & Biodesign Competition Finalist 2019

Biotechnology, A.A.S.- Camden County College Graduated May 2015

Professional Groups

- Women in Animation
- VR/AR Association
- Latinx in Gaming