

# ISABELLE TODD

## Artist

📞 376.868.3989  
✉️ peaceful-anesthesiology.info

@ isabelle.todd26@yahoo.com  
📍 Roanoke, Greenland



## MY LIFE PHILOSOPHY

Art is not freedom from discipline but disciplined freedom.

## SUMMARY

Passionate and creative 3D Artist with over 6 years of experience in the gaming industry. Proficient in 3D modeling, texturing, and sculpting using industry-standard software. Skilled at producing high-quality assets for environments, characters, and props that enhance player experiences. Collaborative team player with strong attention to detail and a track record of finding creative solutions to complex artistic challenges. Excited to join a dynamic team at Bigger Games and contribute to the creation of unforgettable gaming experiences for millions of players worldwide.

## STRENGTHS

### Creative Problem Solver

3D Artist with a proven track record of finding innovative solutions to complex artistic challenges resulting in more efficient workflows and stunning game visuals.

### Strong Attention to Detail

Meticulous 3D Artist who consistently delivers top-quality assets with pixel-perfect precision and ensures that every element of the game is visually polished and cohesive.

### Collaborative Team Player

Highly collaborative 3D Artist who thrives in a team environment, effectively communicates and coordinates with artists, developers, and designers to achieve project objectives.

## EXPERIENCE

2022 - Ongoing

New York, USA

### • Senior 3D Artist

**GameCraft Studios**

Led the development of visually stunning 3D assets for a variety of mobile games, including AAA titles. Collaborated with cross-functional teams to ensure cohesive visual style and optimized game performance.

- Created highly detailed character models, resulting in a 20% increase in player engagement and positive user reviews.
- Optimized asset pipelines, resulting in a 30% decrease in production time and increased efficiency.
- Participated in the development of an award-winning game, which received Best Art Direction at the Game Developers Choice Awards.