

Lisa Stanton

3d Artist

SUMMARY

3d Artist with [number of years] experience of [top 2-3 skills]. Achieved [top achievement]. Expert at [X], [Y] and [Z].

WORK EXPERIENCE

January 2015 **3D Artist**

Acme Corp

January 2016

- Utilized Marvelous Designer, Maya, Zbrush, and Substance Painter to create realistic and stylized clothing, weapons, armor, and jewelry.
- Textured creations using Substance Painter for added realism and detail.

January 2022 **3D artist**

- Acme Corp

January 2023

- 3D modeling and animation
- Creating textures in various styles, from cartoon to photorealism Substance Painter
- Building assets including environments and props

January 2016 3d artist

Acme Corp

January 2017

- Created realistic clothes and outfit with help of Marvelous Designer, Maya and Zbrush and texturing in Substance Painter. Created real time hair with Ornatix and Xgen and texturing in Substance Painter.
- Worked on creating stylized characters.
- Created realistic clothes and outfit with help of Marvelous Designer, weapons, armor, jewelry with help of Maya and Zbrush and texturing in Substance Painter

EDUCATION

August 2018 - 3d Artist

May 2022 Ace University

August 2022 - 3d Artist Specialty Certificate

December 2022 Acme Career Program

📍 Rochester, NY

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SKILLS

Keyframe animation



Character design



Environment design



Camera animation



Real-time rendering

