

ISABELLE TODD

Artist

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📍 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.