

# 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 Ornatrix 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

📞 300-123-6877

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### SKILLS

#### Keyframe animation



#### Character design



#### Environment design



#### Camera animation



#### Real-time rendering

