

renee HARRIS

3D GENERALIST, 2D ARTIST



On request



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Wellington, New Zealand

REFERENCES

On request

EXPERIENCE

3D GENERALIST, 2D ARTIST

Feb 2023 - Current

RATMODE

- Worked in a team to prototype various experimental game concepts, creating both 2D and 3D assets and implementing them in-engine to test.

3D GENERALIST

Mar 2021 - Aug 2022

UNTAMED ISLES

- Worked closely with rigging to create modular creatures.
- Created creatures from concept through to rig-ready 3D assets.
- Worked on environment assets and key game props.
- Worked collaboratively in a close knit team across all departments. Assisted teammates technically and artistically across different parts of the pipeline.

3D GENERALIST

Feb 2019 - Nov 2019

SPACE MATES

- Student capstone project that collaborated with TVNZ to create an animated pilot preview. Worked in a strong team to bring the project to life.
- Visualized character, environment and creature concepts. Textured characters, key props and assisted in character modelling.

2D ARTIST

July 2018 - Nov 2018

KIWIS CAN FLY

- Worked alongside the Producer to illustrate 2D assets for an animated intro sequence, and created promotional material.

FREELANCE ARTIST

2015 - Current

SELF EMPLOYED

- Designed, illustrated and delivered artwork to clients for various different projects.

QUALIFICATIONS

2017 - 2019

Bachelor of Creative Media Production, Massey University of Wellington, specializing in 3D artistry.

SKILLS

3D Modelling Stylized Texturing PBR Texturing

Materials Shaders Particles Rigging

Animation Rendering Concept Visualisation

SOFTWARE



Maya



Zbrush



Substance
Painter



3D Coat



Photoshop



After
Effects



Unity



Unreal Engine

PORTFOLIO @ [ARTSTATION.COM/EVILRENEE](https://artstation.com/evilrenee)