



renee
HARRIS

CREATURE ARTIST,
3D GENERALIST

- ☎ On request
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REFERENCES:

On request

SOFTWARE:

Photoshop
Maya
Zbrush
Substance Painter
Marmoset
3DCoat
Unity
Unreal Engine
After Effects
InDesign
Sourcetree

QUALIFICATIONS:

Bachelor of Creative Media
Production, Massey University
of Wellington, 2017-2019.

PORTFOLIO @ artstation.com/evilrenee

Skills

- Concept design.
- Polygonal low poly modelling in Maya.
- High to low poly modelling.
- Handpainted textures and stylized materials.
- Retopology and optimized edge flow.
- Trims and LODs for optimized game assets.

Work Experience

CREATURE ARTIST, *Untamed Isles* Mar 2021 - Aug 2022

- Worked closely with rigging to create 3D workflows for the creation of modular creatures, to seamlessly mix and match parts.
- Created creatures from concept through to rig-ready 3D assets. Also worked on environment assets and key game props.
- Broad and flexible skillset across 2D and 3D allowed me to shift priority whenever required.
- Worked collaboratively in a close knit team across nearly all departments. Assisted teammates technically and artistically across different parts of the pipeline.

3D GENERALIST, *Space Mates* Feb 2019 - Nov 2019

- 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, *Kiwis can Fly* July 2018 - Nov 2018

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

FREELANCE ARTIST 2015 - 2021

- Designed, illustrated and delivered custom 2D artwork to clients.

FRONT OF HOUSE, *Victoria Street Cafe* Nov 2020 - Mar 2021

- Built rapport with customers, worked under pressure and multi-tasked in a fast paced environment.