

Ellen Fritz

3D animator, illustrator, creative coder

ellen0fritz@gmail.com | [linkedin.com/in/3llenfritz](https://www.linkedin.com/in/3llenfritz)
Website/ petrisoup.github.io | CV/ ellens-cv.github.io

EDUCATION

Rhode Island School of Design, Providence, RI
BFA in Painting and Computation Technology | GPA: 3.9

September 2021- May 2025

Relevant Coursework

Computer-Generated Imagery, Web-based Mapping, Digital Tools for Artists, VR Environment Design, Stop-motion Animation, Intro to Computer Science, Screen-based Imagery, Computation Thesis focused on Game Development

School for Poetic Computation, New York City, NY

June-August 2024

Summer Class - 'Human-Scale Natural Language Processing'

Developed custom Natural Language Processing algorithms in Python and explored poetic applications of LLMs

WORK EXPERIENCE

Digital Writing, Environments, Location, and Localization Lab, North Kingston, RI

September 2025-Current

3D Environment Designer; Research Assistant

- Advanced NSF-Funded scientific visualization research through Augmented Reality asset development
- Created ecological simulations that informed green space and infrastructure redesign across Rhode Island
- Contributor to [OpenAR](https://openar.org), an open-source code library for web-based Augmented Reality

BEAM Ecological Laboratory, Providence, RI

May 2025-Current

Lead VR Environment Developer

- Developed an XR experience in Unity modeling coastal ecology in the year 2100, integrating climate data projections
- Built interactive VR methodology, enabling scientists to visualize future environmental scenarios in their research
- Awarded Anonymous Was a Woman Environmental Arts grant towards research & development

National Aeronautics and Space Administration (NASA), Remote/ Huntsville, AL

December 2024-May 2025

Game Development Intern

- Developed web-based interactive games for K-12 students, making NASA research publicly accessible
- Debugged and optimized Python scripts, improving organizational efficiency of databases
- Maintained and updated HTML/CSS infrastructure across multiple NASA websites

RISD Nature Laboratory, Providence, RI

September 2022-January 2025

Microscopy Lab Assistant

- Trained students on lab imaging equipment including electron microscope, 3D scanners, 3D printers
- Cared for aquatic and terrestrial live animals

Environmental Journalism SURF, North Kingstown, RI

May 2024-September 2024

NSF-funded Research Fellow

- Authored and published five journalistic articles in URI's *The Current* covering local marine biology research
- Explained complicated scientific concepts through illustration, photography, and 3D rendering
- Presented research poster at annual SURF Conference, demonstrating scientific journalism impact

Sevilleta National Wildlife Refuge REU, La Joya, New Mexico

May 2023-August 2023

Arts and Ecology Research Fellow

- Conducted independent artistic research project combining biomaterial creation and data visualization techniques
- Collected field data and monitored endangered species habitats for conservation
- Presented findings at annual UNM Research Symposium

CLUB INVOLVEMENT

Brown-RISD Game Developers, Member

January 2023-May 2025

- Developed immersive virtual environments and user-driven gameplay on a team of >15 developers

Film Club, President

April 2023-May 2025

- Led workshops on film restoration techniques and projection equipment for 30+ members
- Organized weekly film screenings of Brown University film archives

SKILLS

- **Software/Code:** Unity, Blender, Zbrush, Maya, Unreal Engine, Godot, Adobe CC, Figma, ArcGIS Pro, HTML/CSS, Python, C/C#/C++, JavaScript, WebGL, OpenGL, three.js
- **Design:** VR/AR, 3D modeling and animation, game development, UI/UX design, data visualization, graphic design
- **Art:** Anatomical illustration, painting, printmaking (screen, litho, lino), environment building, film restoration
- **Interests:** Hiking & kayaking, speculative evolution, poetic computation, fantasy games, mushroom foraging