

Ellen Fritz

3D animator, illustrator, creative coder

EDUCATION

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

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Website: petrisoup.github.io | CV: ellens-cv.github.io

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
Summer Class - 'Human-Scale Natural Language Processing'
June-August 2024

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](#), 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