Lilly Michelle

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Skilled in 3D Modeling, Texturing and Digital Sculpting.
High-End Image Manipulation and Retouching.

SUMMARY OF QUALIFICATIONS

➢ Skills at Character (Organic) and Environment (Hard Surface) Modeling, Digital Sculpting ZBrush, Retopology, High-Poly / Low-Poly, Mesh Optimization, Collision, Morph Target, 3D Print Prep, Unwrapping UVs, Hand-Painted Texturing, Baking (Normal Maps, AO, Diffuse), Texturing in Photoshop
➢ Create 3D Models and Sculpts from Concept Art for Game End, Film, Print and 3D Printing
➢ Mastery in color process/correction, digital imaging, photo retouching / image manipulation including silos, conversions, vignettes, complex masking, perspective, compositions to produce the high quality materials, design development, and layout
➢ Skilled in management of multiple projects with a deadline-oriented focus, problem solving
➢ Quick-learner with a strong sense of style; good attention to detail; great organizational skills
➢ Proactive, positive can-do attitude, collaborative, troubleshooter and easily follows instruction

PROFESSIONAL EXPERIENCE

3D ARTIST   2017
Duggal Visual Solution, clients Anthropologie, The North Face   **New York City, New York**
➢ 3D modeling in Autodesk Maya- high detailed furniture and sport, cloth items
➢ Digital Sculpting and adding detail in ZBrush
➢ Unwrapping, lay out UVs

3D ARTIST, ZBRUSH   2016
Interaktika Studio   **New York City, New York**
➢ 3D modeling and Optimizing, collision modeling in Maya 2016 for AR/VR
➢ Digital Sculpting, adding detail, size reducing in ZBrush 4R7
➢ Unwrapping, lay out UVs

3D GENERALIST, CG MODELER, ZBRUSH   2016
Taylor James LLC   **New York City, New York**
➢ 3D modeling in Maya 2016, 3D Environment scene setup & render with V-Ray
➢ Digital Sculpting and adding detail in ZBrush 4R7
➢ Unwrapping, lay out UVs
➢ Take direction from the Creative Director and make changes as needed

3D CHARACTER ARTIST   2015
Kuma Games NYC   **New York City, New York**
➢ 3D modeling realistic characters & blandshapes, morph-target in Maya, low-poly game-ready;
➢ Sculpting face features ZBrush
➢ Creating digital art assets, 3D model environments, sets and structures, Hard Surface Modelling
➢ 3D modeling clothing and props in Maya, sculpting wrinkles and adding detail in ZBrush
➢ Unwrapping, lay out UVs, Texture baking using Xnormal
➢ Texture creating with Photoshop CS6, Texture Projecting in Zbrush
➢ Take direction from the Art Director and Lead Artist and make changes as needed

3D PRINT & MODELER, DIGITAL SCULPTOR 2014-2015
KidsCreations, 3DP4E NYC **New York, New York**
- Creating 3D models ready to be 3D printed from Kids drawings
- Cleanup models and preparation for 3D Printing
- Teaching 3 month class in Digital sculpting with Sculptris and Zbrush, 3d printing

3D CHARACTER ARTIST, MODELER, DIGITAL SCULPTOR AND TEXTURER 2014
Motion Logic Studios **LA, California**
- Model, clean up and texture a variety of 3D characters, develop prop elements in Maya, Zbrush
- Craft hand-painted textures with Photoshop
- Work within constraints set by the technology (polycount limitations, texture sizes, etc.)

3D MODELER, CHARACTER ARTIST, TEXTURE ARTIST 2013
212 Decibels, Chasin 3D, Play **Gig-it** **New York, New York**
- 3D modeling characters in Maya - low-poly game-ready; Sculpting face features with ZBrush 4R6
- 3D modeling fashion clothing and assets in Maya, sculpting wrinkles and adding detail in ZBrush 4R6
- Unwrapping, UVs and layout using Maya, ZBrush UV Master
- Texture baking using Xnormal - Normal Maps, Ambient Occlusion, Cavity Maps
- Texture painting using Photoshop CS6
- Game mesh preview in Marmoset
- 3D models optimized for Flare3D game platform, web browser / social media game GIG-IT

3D CHARACTER COSTUME ARTIST 2011-2012
MUSE GAMES **New York, New York**
- 3D modeling from concept - high res / low res characters and environment props for games. Organic and Hard Surface. Digital Sculpting with ZBrush 4R4
- Unwrapping, UVs and layout using Maya, ZBrush UV Master
- Texture painting using Photoshop and MARI
- Texture baking using Xnormal, rendering MentalRay, game mesh preview in Marmoset
- Basic skeleton rigs on Characters for mesh preview and checking mesh errors
- 3D models optimized for iPhone game platform (Unity), web browser / social media games
- Preparing 3D models for 3D print output with ZBrush and Maya

CG ARTIST 2009 – 2010
UNIVERSAL MUSIC GROUP (via DGS Center-East) **New York, New York**
- High-end retouching on musicians for album covers
- Restoring old printed albums for new mass producing, building extensions on images 1 – 1/1/2 inch each side, removing small objects and text and logos from background, skin and color improvement
- Reconstructing parts of images, bodies, clothing, backgrounds
- Working in CMYK and RGB modes, Photoshop CS3, Wacom Tablet

HIGH-END RETOUCHER 2008 – 2010
Quad Graphics, for OK MAGAZINE, JCREW, VOGUE, ALLURE, GLAMOUR **New York, New York**
- High-end retouching on celebrities, building extensions on images, removing small objects / people from background, skin improvement, deleting blemishes, dark spots, facial hair, teeth / eyes whitening, image contrast, color balancing on skin , cloths or background
- MASKING / Alpha channels - silhouettes of models, figures, products, building shadows, drawing hair (hair mask for over type)
- Reconstructing parts of images, bodies, products
- Working in CMYK and RGB modes, Photoshop CS3, using Capture Plug-in (CAMERA RAW)
- Working on cover images for OK Magazine, Teen Vogue
- Extremely fast turnaround. Processing approximately up to 20 images a day (8hrs) of described above (complex compositions intuitively and quickly)

HIGH-END RETOUCHER 2007
Victoria Secret Inc. Headquarters **New York, New York**

MANAGER, HIGH-END RETOUCHER, CO-OWNER 2004 **-** 2007
EastWestFashion CORP **Long Island City, New York**

HIGH-END RETOUCHER, COLOR CORRECTOR, PRE-PRESS 2003
Tone Makers INC. for SONY, ARISTA, RCA Records, etc **New York, New York**

TECHNICAL SKILLS(PAGE 3)

2D Software Adobe: **3D Software:** Maya, ZBrush, Topogun(Retopology),XNormal,
Creative Suite   Marmoset, Marvelous Designer, CrazyBump, MARI,
Photoshop, Illustrator   Mental Ray, Maxon BodyPaint 3D, Quixel, Substance
Acrobat, Dreamweaver

Platforms: Windows and MAC   **Tools**: WACOM Intuos 5 M tablet, Mouse and SpaceNavigator

EDUCATION & TRAINING

ZBrush MasterClass /ZBrushWorkshops
Character Development 2D & 3D Design w/ Danny Williams (DreamWorks)(**2014**)
Character Creation w/ Kris Costa (Industrial Light & Magic) (**2013**)

CGSOCIETY / CGWorkshops
Advanced VideoGame Character Creation w/ Katon Callaway (Sony, God of War Game) (**2013**)
Polysculpting (**2013**), Maya/Unity 3D Integration (**2011**)
MARI - Texturing for Film w/ Justin Holt (Sony Pictures) (**2011**)
 Modern art Game Weapon Design w/ John Rush (Bioware - Star Wars Game)(**2011**)
 Iconic Heroine Design and Creation w/ Sze Jones (Crystal Dynamics - Tomb Raider Game) (**2011**)
 High-End Fantasy Game Art Creation w/ Katon Callaway (Sony, God of War Game)(**2010**)

Scott Eaton's Anatomy (2012)

3d Training Institute, New York, NY
3D Project Based Course, Autodesk Maya (**2010**), 3D Modeling with Autodesk Maya 2009 (**2009**)

Certificate Diploma - INTERACTIVE MEDIA, Pratt Institute   New York, NY
BA VISUAL Arts and Communication, NBU University   Montevideo Sofia, BG

USA Citizenship