

LIZ REDDINGTON

3D Environment Artist

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Core Software

Maya
ZBrush

Unreal Engine
Unity

Substance Designer
Substance Painter

Professional Experience

Sony Santa Monica Studio, Los Angeles, California

June 2020 to Present

3D Environment Artist

Project: Unannounced Project

Created 3D models and materials using ZBrush, Maya, and Substance Designer. Created and set-dressed player spaces.

Naughty Dog, Santa Monica, California

July 2018 to Mar 2020

Environment Texture Artist

Project: The Last of Us Part II

Managed material and level efficiency. Generated and applied PBR materials using Substance Designer, Substance Painter, Maya, and proprietary software. Modeled and set-dressed post-apocalyptic environments.

Stormhaven Studios, Austin, Texas (Remote)

Jan 2018 to July 2018

Senior 3D Environment Artist

Project: Saga of Lucimia

Concepted and created 3D environment props using Maya, ZBrush, and Substance Designer. Created tileable materials to be used in overland terrain and modular set pieces.

Tiny Phoenix Games, Phoenix, Arizona

Sep 2015 to July 2018

3D Generalist

Project: Frank From Earth & miscellaneous mini-games

Created 2D & 3D environments, props, and characters for whimsical-themed games. Assisted with level design, rigging, and lighting.

Trion Worlds, San Diego, California

Mar 2011 to Feb 2013

Environment World Artist (Nov 2011 - Feb 2013)

Environment Prop Artist (Mar 2011 - Nov 2011)

Project: Defiance

Created hard-surface props and objects, sculpted and textured overland terrain, set-dressed environments with props and prefab groupings.

Education

The Art Institute of California, San Diego, California

Bachelor of Science, Game Art & Design, 2012