

Elise J. Motzny

3D ARTIST

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www.ejtheartist.com

EXPERIENCE

JULY 2019 - PRESENT

3D Artist — High Voltage Software, Hoffman Estates, IL

- ◇ Create “Fortnite Battle Royale” and “Fortnite Save the World” props, weapons, and environment assets from start to finish

NOVEMBER 2020 - PRESENT

3D Artist — 3DEx

- ◇ Create assets and tutorials for 3DEx’s Youtube channel

OCTOBER 2018 - JULY 2019

3D Artist — Netherrealm Studios WB, Chicago

- ◇ Model, Sculpt, Texture, Rig and Weight 3D Assets for Mortal Kombat 11 Characters

AUGUST 2017 - OCTOBER 2017

3D Artist — LUX Studios, New York

- ◇ Design a hackerspace/Tron-esque world in Unreal

JULY 2015 - JULY 2017

3D Artist — 3 Turn Productions, Denver

- ◇ Create props, foliage and UI assets for Ever Jane

JULY 2017

Maya Summer School Teacher — Northwestern University, Chicago

- ◇ Taught Maya to first grade students at Northwestern’s Center for Talent Development program

EDUCATION

BFA Game Art Design — Columbia College Chicago, Chicago

PRODUCTIONS

Fortnite

Mortal Kombat 11

Ever Jane

SKILLS

3D Modeling

Digital Sculpting

Hand Painting

PBR Materials

Uv-ing/Texturing

Texture Baking

Vector Graphics

Rigging/Weighting

SOFTWARE

Autodesk Maya

Pixologic ZBrush

Marmoset Toolbag

Substance 3D Designer

Substance 3D Painter

Unreal Engine

Photoshop/Illustrator

Marvelous Designer