# ELIZABETH MARTINEZ 3d generalist

# CONTACT

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LOCATION Southern California



# PROFILE

I'm a Southern California based 3D Generalist, I work specifically in 3D Environment Art, props, and creatures. I try to keep up with different softwares, and have experience working in Unreal Engine 5.

# SUMMARY OF SKILLS

#### EXPERIENCED IN VARIOUS FIELDS

- I'm comfortable in modeling things such as Creatures, Hard Surface Characters, Props, and working in Level Design

#### DEDICATED WORKER

 I work a lot on my free time on personal projects, and am able to use those to benefit my work in other places, I'm able to focus on work and work as long as needed to get projects done

# PAST WORK EXPERIENCE

#### Freelance 3D Artist

Unnamed Development Team 2023-2024 Freelance work, Modeled and textured a scenes/props in UE5.

#### IT Manager

Advanced Car Stereo, Riverside, CA 2018-2020 Helped manage the store's website and helped with Inventory.

## DIGITAL SKILLS

#### SOFTWARES

- Unreal Engine 5
- ZBrush
- Maya
- Substance 3D Painter
- Substance 3D Designer
- Gaea
- Marmoset
- Adobe Photoshop
- Adobe After Effects

### EDUCATION Gnomon

Hollywood, CA BFA in Game Art September 2023

# INTERESTS

Games, Film, Cats, Raccoons, Sketching, Collecting