

ELIZABETH MARTINEZ

3D GENERALIST

CONTACT

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SOCIAL

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LOCATION

Los Angeles, California

EDUCATION

Gnomon School of Visual
Effects Games & Animation

Hollywood, CA

BFA in Game Art

Graduated in September 2023



PROFILE

Southern California-based 3D Generalist who specializes in hard surface modeling, environment art, props, and creatures. Experienced in using Unreal Engine 5, Maya, ZBrush, and Substance Painter & Designer. Committed to delivering high-quality work, and improving creative expertise.

STRENGTHS

- Strong communicator across creative and technical teams
- Experienced with prop work, texturing, set dressing, sculpting, and retopologizing
- Delivers high-quality results under tight deadlines
- Attention to detail for creating clean and optimized geometry

EXPERIENCE

3D Modeler

Fonco Studios

September 2024 - Present

- Creates high-resolution assets for use in 3D printing and production using Maya and ZBrush
- Collaborates with teams in various departments to ensure quality final product
- Utilizes measuring tools to create assets with precise measurements
- Retopologizes scanned assets to create clean geometry for print and production

Freelance 3D Environment Artist

Clickteam USA, LLC

2023 - 2024

- Modeled, textured, and placed assets within a scene in UE5, Maya, ZBrush, and Substance Painter & Designer
- Created concept sketches before making the scene in 3D
- Delivered the scene fully optimized for real-time rendering

IT Manager

Advanced Car Stereo, Riverside, CA

2018 - 2020

- Managed the company's inventory and website

DIGITAL SKILLS

3D Modeling: Autodesk Maya, Blender, ZBrush, Gaea

Texturing and Materials: Substance 3D Painter, Substance 3D Designer

Rendering: Marmoset, Unreal Engine 5, V-Ray

Other Softwares: Photoshop, After Effects, Premiere Pro

PROJECTS

Barbie Streamhouse

Studio: Fonco Studios

Client: Verizon & Matel

- Created 20+ prop assets ready for production
- Collaborated with clients and team members to complete and revise assets

Untitled Project

Studio: Freelance Contract

Client: Clickteam USA, LLC

- Modeled and textured 15+ assets optimized for games
- Placed assets into a scene within UE5
- Created 7 tileable materials
- Designed assets to be modular so that they could be pieced together to create a larger scene