

Elisabeth Zefanya

3D Environment Artist

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Academic Qualifications Academy of Art University - San Francisco (2010 - 2014)
Bachelor of Fine Art in Game Design

Skills
Skilled in modeling organic and hard surface assets
Experienced in UV and texture creation
Experienced in optimizing high poly model to low poly model
Have a basic knowledge of creating procedural texture

Software

Autodesk Maya	Marmoset Toolbag	Substance Painter
Zbrush	XNormal	World Machine
Adobe Photoshop	Knald	Substance Designer
Unreal Engine	3D Coat	3Ds Max

Experience

Lead 3D Environment Artist
AAU Animation Project - The Snake and Fox
August 2013 - March 2014 (8 Months)
San Francisco, USA
Designed, and modeled environment assets for the animation background
Textured environment assets for the animation background

3D Environment Artist
Enemy Spawn LLC - Starship Enceladus
January 2014 - May 2014 (5 Months)
San Francisco, USA
Modeling and texturing environment assets
Create compiled environment textures
Designed, modeled and textured a part of a level

Awards **Academy of Art University Spring Show** (2013)
Category : Environment Modeling

Language
Indonesian (Native)
English (Fluent)