Liz Paradis

3D Artist

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Education

M.F.A., Arts and Technology University of Texas at Dallas	B.A., Arts and Technology University of Texas at Dallas

Skills

Software

  Digital Media: Photoshop, After Effects, Premiere, Corel Painter

  3D Programs: Maya, Zbrush, Softimage, Mudbox, Bodypaint, Xnormal, CrazyBump

3D

Hi-Res and Low-Res Modeling
Digital Sculpting and Normal Maps
Mechanical and Character Rigging
Uving and Hand Painted Textures
Basic Lighting Rigs

2D

Character Design
Digital Painting
Clip Art and Illustration
Traditional Mediums

Work Experience

University of Texas at Dallas Teaching Assistant	• Taught a three hour Intro to 3D Modeling and Texturing class of thirty students. • Worked closely with students, problem solving each issue. • Graded all assignments and answer all emails from students.	2010 – 2012
Element X Creative Modeler/Texture Artist	• Modeled and textured characters and environments for "**Bowlopolis**". • Modeled and Textured in-game environment assets for **Zynga's Castleville**.	2011
Walt Disney Animation Studio Art Associate: Lead Modeler	• Modeled all characters, props, and environments for a Disney animated short, "**Chalk.**" • Attended lectures and classes by lead artists. • Worked closely on projects with a Disney mentor perfecting mesh flow and model presentation.	2010
Element X Creative Intern	• Modeled characters, environments, and props for animated series, "**Bowlopolis**" • Textured props and environments. • Created expression and Phoneme blendshapes for all characters.	2008 - 2009
Wild Hare Entertainment Quality Assurance	• Tested quality of games for bugs and localization on both PC and DS.	2007