

# Elise J. Motzny

## 3D Game Artist

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## WORK EXPERIENCE

### Associate Artist

*Netherrealm Studios : October 2018 - Present*

- Model, Sculpt, Texture, Rig and Weight 3D Assets for Characters

### Graphic Animation Courseware Developer

*Vertex Animation : July 2018 - August 2018*

- Create e-Learning courseware for the U.S. Government

### 3D Artist for Theatrical Performance

*LUX Studios : Luxos : Fall 2017*

- Design a hackerspace/Tron-esque world in Unreal
- Use blendshapes to animate a talking head

### 3D Game Artist

*3 Turn Productions : Ever, Jane : July 2015 - July 2017*

- Create props, interiors, and UI assets for Ever, Jane

### Art Lead / 3D Artist

*Yeti Interactive : Yeti's Quest : July 2014 - July 2015*

- Create props, environments, level designs, and UI assets
- Lead and direct art and present milestones to clients

## EXTRA EXPERIENCE

### Maya Teacher

*Northwestern University : Summer 2017*

- Teach 1st graders how to use Autodesk Maya

### 3D Game Artist / Art Lead

*Columbia College Capstone Senior Project : August 2012 - May 2013*

- Art direct and lead a team of artists to produce Undertakers

## EDUCATION

**2013: Columbia College Chicago** : BFA Game Art Design

**2010: McHenry County College** : Associates in Animation

## SKILLS

- 3D Modeling
- Digital Sculpting
- Rigging & Paintweights
- Blendshapes
- Uving/Texturing
- Texture Baking
- Vector Graphics

## SOFTWARE EXPERIENCE



## GAMES & PRODUCTS

- Mortal Kombat 11
- LUXOS
- Ever Jane
- Yeti's Quest
- Undertakers

## REFERENCES

### Jessie Graybeal

*NetherRealm Associate Artist*

### Justin Frazee

*NetherRealm Associate Artist*

### Sarah Airington

*3 Turn Productions Producer*