
ERIN CASWELL

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Professional Summary

My passion for storytelling and the human connection is what drives my work and my goals. I excel at communication and value teamwork and am a quick learner. I believe strongly in the unique power of creative collaboration and the positive change it can create in the world.

Software Expertise

- Autodesk Suite
- ZBrush
- Unity
- Unreal
- Adobe Suite
- Substance Painter
- Marvelous Designer

Professional Experience

3D Artist

2/2019 – Present

Microsoft, Minecraft Team – Redmond, WA

- Create assets including environment models, character models, pixel art, textures, graphic art, concepts and Animation
- Collaborate with other artists, teams, and departments to achieve a common goal that supports the team as a whole
- Proactively take on tasks and work autonomously when need arises

Producer/ 3D Character Artist

4/2018 – 4/2019

Broom Cupboard Studios – Seattle, WA

- Completed 2D and 3D art/assets for studio projects including narrative illustrated games, short films, and music videos
- Produced 2D and 3D animation and effects for use in a theater production

Freelance 3D Artist – Seattle, WA

9/2018 – 2/2019

- Created 2D/3D assets for clients, including characters and environments
- Developed original characters for pixel art game
- Designed and animated story driven mobile app assets

Education

AnimSchool – 3D Character Track

2016 – 2018

Bachelor of Arts – Interdisciplinary Visual Arts (Focus in 3D) & Minor in French

2011 – 2015

University of Washington – Seattle, WA

