



# Marissa Caplan

## Set Modeling & Dressing

marissacaplan.com 

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## EDUCATION

### Savannah College of Art and Design

B.F.A. in Visual Effects

Magna Cum Laude

Savannah, Georgia • May 2020

## TECHNICAL SKILLS

- Modeling
- UVing
- Set Dressing
- Retopology
- Modular Kits
- Layout
- Texturing
- Rendering
- Shading
- Scripting
- Sculpting
- Prop Rigging
- Lighting
- Compositing
- Foliage
- AR/VR
- Asset/Scene Optimization
- High to Low
- Poly Baking

## SOFTWARE

- Maya
- Unreal Engine
- ZBrush
- USD
- Substance
- Houdini
- Painter
- Marmoset
- Substance
- Premier Pro
- Designer
- After Effects
- MASH
- Photoshop
- Editor
- Nuke
- Arnold
- Python
- RenderMan
- SpeedTree

## ABOUT

Located in Los Angeles, Marissa is a professional and passionate 3D artist primarily focused on modeling and dressing sets/environments. Navigating the challenges of remote-only work at the start of her career, she values thorough communication with her team and consistent feedback. Bringing her eye for detail, eagerness to learn, and positive attitude has led to enriching opportunities in gaming, VFX, and animation.

## WORK EXPERIENCE

### ◦ Warner Bros. Games, Environment Artist

*October 2022 - Current*

Creating environments based on concept art while ensuring art director's vision is fully realized. Delivering unique meshes, materials, and modular architecture which adhere to team-wide cohesive stylization of the project and honoring the iconic IP's featured. Optimizing assets for a real-time engine and baked lighting workflow.

### ◦ Sony Immersive Music Studios, Associate Environment Artist

*August 2021 - October 2022*

Responsible for modeling, texturing, shading, and set dressing vibrant environments according to artwork provided by concept department. Focused on making painterly 3D assets that executed 2D stylization of the product when seen from all angles.

### ◦ Ingenuity Studios, CG Generalist

*August 2020 - August 2021*

Carried out tasks throughout the entire CG pipeline, from modeling, texturing, look development, layout, and rendering. Worked efficiently and with flexibility whilst executing assignments across multiple productions at once, under strict deadlines.

### ◦ Pixar Animation Studios, Pixar Undergraduate Program Intern

*June 2019 - August 2019*

Experienced sections of Pixar's pipeline, including modeling, shading, and lighting, through various projects with feedback from industry professionals. The internship boosted skills in teamwork and encouraged abilities to become a versatile artist.

### ◦ SCAD Academic Services, Peer Tutor

*Oct 2019 - May 2020*

Provided students with assistance in assignments and mentorship in their work and life skills. Practiced in understanding subject matter and conveying it thoroughly and effectively, adaptive troubleshooting, and time management.