



Marissa Caplan

Environment Artist

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EDUCATION

Savannah College of Art and Design

2016 - 2020

B.F.A. in Visual Effects

SKILLS

- Modeling
- UVing
- Set Dressing
- Retopology
- Modular Kits
- Layout
- Texturing
- Rendering
- Surfacing
- Compositing
- Sculpting
- AR/VR
- Lighting
- Rigging
- Animation
- Scripting
- Asset/Scene Optimization
- High to Low Poly Baking
- Blueprints
- Art Direction
- Foliage
- Interpretation

SOFTWARE

- Maya
- Unreal Engine
- ZBrush
- USD
- Substance Painter
- Houdini
- Substance Designer
- Marmoset
- MASH Editor
- Premier Pro
- After Effects
- Photoshop
- Illustrator
- Arnold
- Nuke
- RenderMan
- Redshift
- Jira
- Shotgrid

WORK EXPERIENCE

Valiant Games, 3D Cutscene Artist

July 2025 - August 2025

Stylized modeling, custom materials, lighting, foliage look development, and set dressing assembled for cutscenes to be pre-rendered in Arnold for a mobile game.

Motion Logic Studios, Environment Artist

July 2025 - August 2025

All aspects of modular prop creation accurately portraying existing structure. Involves 30+ assets that fit together interchangeably for game designer to fabricate level freely.

Warner Bros. Games, Environment Artist

October 2022 - April 2025

Executed vast enthralling 3D environments interpreted from concept art of iconic IP's through meshes, materials, modular architecture, set dressing, layout, lighting, and rendering. Adhered to maintaining team-wide cohesive stylization. Optimized assets for a real-time engine workflow, balancing artistic and technical requirements.

Sony Immersive Music Studios, Associate Environment Artist

August 2021 - October 2022

Contributed to translating 2D stylization into visually captivating 3D environments. Explored asset creation with hand-painted texturing, innovative shader development, and unique level design. Collaborated with internal and external teams of Sony Music to build engaging and immersive storytelling content for musicians in their catalogue.

Ingenuity Studios, CG Generalist

August 2020 - August 2021

Carried out tasks throughout the entire CG pipeline, working efficiently in a fast-paced studio, adapting to wide range of client needs under strict deadlines. Managed clean file structures, organization, and naming conventions across various productions.

Pixar Animation Studios, Pixar Undergraduate Program Intern

June 2019 - August 2019

Experienced sections of Pixar's CG pipeline, including modeling, shading, and lighting, using proprietary tools and software. Received feedback from industry professionals. Strengthened abilities in teamwork, foundations of animation, and visual narratives.

SCAD Academic Services, Peer Tutor

Oct 2019 - May 2020

Provided students mentorship and encouragement in their assignment. Boosted skills in effective and concise communication, troubleshooting, and time management.