Marissa Caplan
Set Modeling & Dressing

marissacaplan.com
marissacaplan@gmail.com
in/marissa-caplan/
410-227-2496

EDUCATION

Savannah College of Art and Design

B.F.A. in Visual Effects

Magna Cum Laude

Savannah, Georgia • May 2020

TECHNICAL SKILLS

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

SOFTWARE

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

ABOUT

Marissa is a professional and dedicated 3D artist primarily focused on prop modeling and set dressing environments. Navigating the challenges of remote-only work at the start of her career, she values thorough communication with her team and consistent feedback. Her eye for detail, eagerness to learn, positive attitude, and true passion for creativity has led to to enriching opportunities in gaming, VFX, and animation.

WORK EXPERIENCE

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 effective and concise communication, troubleshooting, and time management.