




Marissa Caplan

Set Modeling & Dressing

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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
- Lighting
- Scripting
- Shading
- Layout
- Texturing
- LOD Workflow
- Rendering
- Collisions

SOFTWARE

- Maya
- Unreal Engine
- ZBrush
- USD
- Substance
- Houdini
- Arnold
- AfterEffects
- Renderman
- Premier Pro
- SpeedTree
- Photoshop
- Nuke
- Python
- Perforce
- SourceTree

HONORS

◦ CRLA International Tutor
Training Program Certified Tutor
May 2020

◦ Savannah College of Art and Design
Achievement & Academic Scholarship
Sept. 2016 - May 2020

◦ Certification in Autodesk
3ds Max
May 2016

WORK EXPERIENCE

- **Warner Bros. Games, 3D Artist** • *October 2022 - Current*
Adapt prop and set models while maintaining cohesive stylization of product and various IP's included in it. Deliver individual assets and architecture through pipeline including modeling, texturing, shading, set dressing, layout, and lighting. Have managed producing environments from initial concept art to final set independently.
- **Sony Immersive Music Studios, Associate Environment Artist**
August 2021 - October 2022
Responsible for modeling, texturing, shading, and set dressing various environments according to artwork provided by concept department. Prime focus on delivering high-quality assets that represent the stylization of the product in Unreal Engine
- **Ingenuity Studios, CG Generalist** • *August 2020 - August 2021*
Performed tasks throughout the entire CG pipeline, from modeling, texturing, look development, and layout. Worked efficiently and with flexibility when translating from one task to the next, under strict deadlines while making sure needs are met.
- **Pixar Animation Studios, Pixar Undergraduate Program Intern**
June - August 2019
Experienced sections of Pixar's pipeline, including modeling, shading, and lighting, through various projects with feedback from industry professionals. Internship boosted skills in teamwork and encouraged exploration of various skills.
- **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.

ABOUT

Located in Los Angeles, a professional and passionate 3D artist primarily focused in sets/environments. Navigating the challenges working remotely brings, I value open communication and critique. Bringing my eye for detail, eagerness to learn, and positive attitude to work has led to enriching roles in gaming, VFX, and animation.