ELLS WAKE

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SUMMARY

Environment Artist with 6 years of expertise in environment design, prop modeling, texturing, and photogrammetry for the games, entertainment & advertisements industries. Proficient in managing diverse projects and effective collaboration with cross-functional teams.

EXPERIENCE

Environment Artist / Prop Artist

Freelance   **January 2018 - Present, Chicago, IL**

· 3D environment & prop artist, blockout, set dressing.
· Prop Modeling, texturing, baking, UV mapping, retopology, optimization, LODs, WTT masks, modular asset packs.
· Virtual environment backgrounds for theatrical live performances.
· 3D Environments for animated music videos.
· Location pre visualizations and blockout for commercials.

2D/3D Generalist

Freelance   **January 2010 - Present, Chicago, IL**

· 3D generalist specializing in creating & directing content for music videos, branding animations, product demos, advertising, film, television, and other marketing purposes.
· Created 2D animation & illustrations products for 30+ clients, including fashion magazines, books, music artists, advertising agencies, etc.
· Awarded the "UKRAINIAN DESIGN: THE VERY BEST OF" award in 2016, in the category "The Best of: Motion Graphics of Advertising Spot".
· Some collaborations & works appeared in Billboard, DJmag, L'Officiel Ukraine, Vogue Ukraine, Spinnin Records, Monstercat, Rolling Loud Miami 2019, X3M magazine Ukraine, Pictoria Volume 2.

PROJECTS

Prop artist for game assets pack

Beyond Extend Studios · https://www.beyondextent.com/ · May 2023 - December 2023
· Prop modeling, high poly to low poly baking, texturing, WTT masks, photogrammetry.
· Contributed to the creation of 15 + game assets, including modular pieces designed for integration into Unreal Engine Blueprints of varying complexity.
· Collaborated with a 10+ person team, utilizing project management software like Jira and Miro to ensure assets met industry standards and project requirements.

Virtual Production for Opera House

National Opera of Ukraine · https://www.ellswake.com/#/virtual-production-for-opera-house/
· February 2018 - February 2019
· Designing visuals for background LED screens during live opera performances.
· Translating detailed animated environments from concept art into Unreal Engine.
· Developing 3D models for scene decorations.
· Producing breakdown animations for promotional purposes.

SKILLS

3D Modeling, Texturing, Texture Baking, UV Unwrapping, UV Mapping, Retopology, Prop Design, Photogrammetry, Modular Asset Packs, Illustration, Directing, Art Direction, Video Editing, Videography, Animation, Rotoscoping, VFX, Motion Design, Matte painting, Compositing, Concept Art, Film Photography, 3D Visualization, Previsualization, Previz, Camera Tracking.

Blender, Substance Painter, Marvelous Designer, Reality Capture, Substance Designer, Marmoset Toolbag, Jira, Miro, Adobe Photoshop, Unreal Engine, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro.