

Alicia Lloyd

Lead 3D Game Artist

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Experience

Lead 3D Artist - Tech-Lit

March 2022 - Present

- Working from 2D concept art to produce over 12 Characters and over 200 Environment and Prop models for use in the Unreal Engine 5.
- Creating UVs and textures for all character and prop assets.
- Communicating and coordinating with the Art Director and team about the direction and requirements of the project, projecting deadlines, and solving problems.
- Developing and maintaining documentation related to style, workflow, and process to maintain consistency across all 3D models and textures.

3D Generalist - Caterpillar

May 2021 - March 2022

- Produce environment and prop assets in a photo-realistic style for marketing renders.
- Create and apply realistic textures and Materials to models.
- Convert CAD files to models in Maya for use in animations and promotional renders.
- Fix geometry on machines for 360 spin sets.
- Layout and apply materials to parts and machines for renders.

2D/3D Generalist - UW-Stout Online

Sept 2020 - Dec 2020

- Worked with a mix of 2D and 3D animation styles to animate an informational ad for the Stout online department.
- Developed 3D assets for the department to use in future research and development of online VR learning environments.

Education

University of Wisconsin - Stout

B.F.A. in Entertainment Design – Animation, With a focus in Game Art and 3D modeling

Software

Maya | Blender | Zbrush | Substance Painter/Designer | Unreal Engine | Perforce | Adobe Suite | Microsoft Suite | Google Suite | Obsidian | Unity | Clip Studio Paint

Skills

3D Modeling | 3D Animation | Game Design | Texturing | UVing | Shaders | VFX | Rendering
Rigging | Video Editing | Organization | Multitasking | Creativity | Communication | 2D
Concepting | Traditional Media

Personal Projects

Materials and Lighting Artist - Aurora Bell Tower Studio

April 2021 - Nov 2021

- Developed stylized Shaders in Unreal for the short film, Glow.
- Produced detailed stylized and hand-painted textures in substance painter.
- Created static and dynamic lighting for environments.
- Developed various Particle effects in unreal using Niagara.