

Alicia Lloyd

3D Generalist

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Experience

3D Generalist - Contract - MATTEL INC.

Jan 2025 - Present

- Work with **Maya**, **ZBrush**, **Mudbox**, and **Adobe Suite** to convert CAD models of toy characters and props into production-ready assets.
- Resculpt, **retopologize**, and **UV** characters.
- **Model** various props and set pieces.
- Work with **UDIMs** to produce custom **textures** and **shaders** for characters.
- **Rigging** and **weight painting** characters and interactive props.
- Work from storyboards to set up and **layout** scenes for animation.
- **Quickly adapt** based on feedback from supervisor and team members.

Lead 3D Artist - Tech-Lit

March 2022 - Dec 2024

- Translated over **12 Characters** and over **200 Environment and Props** from 2D concept art to fully game-ready **3D models**.
- **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 problem-solving.
- Establishing and **maintaining documentation** related to style, workflow, and process to maintain a consistent look across all project assets.
- Developing various shaders and **hand-painted textures** within **Unreal Engine**, **Substance Painter**, and **Substance Designer**.
- **Researched** and **developed** new pipeline techniques to make use of Unreal Engine 5 Nanite geometry and Lumen Lighting Engine.

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 shaders to models.
- Convert CAD files to rigged and textured models in **Maya** for use in animations and promotional renders.
- Used **multi-pass rendering** to create and composite 360 spin set animations in **Adobe Premiere**.
- **Layout** and apply **materials** to parts and machines for renders.
- Receive and **execute changes** needed based on **client feedback**.
- Used **Zoho project tracking** to keep workflow organized and meet project deadlines.

2D/3D Generalist - UW-Stout Online

Sept 2020 - Dec 2020

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

Volunteer Work and Other Achievements

Community Event Organizer

Oct 2023 - Present

- Organize and host team-based, community events that require strong **communication**, creative **problem-solving**, and strict **time management**.

Women in Animation Group Mentorship

April 2025 - Present

- Participate in weekly meetings to discuss and learn ways to improve professionally in areas such as **Leadership**, **Networking**, **Organization**, and **Collaborative Problem-Solving**.

Materials and Lighting Consultant (Unreal) - A.B.T. Studios

April 2021 - Oct 2021

- **Developed stylized toon shaders** in Unreal for an animated short film project, Glow.
- Produced detailed, **stylized, and hand-painted textures** in **Substance Painter**.
- Created **static and dynamic lighting** for various environments and shots.
- Developed various **Particle** effects using **Niagara**.

Education

University of Wisconsin - Stout

B.F.A. in Entertainment Design – Animation, with a focus in 3D art and modeling.

Software

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

Skills

3D Modeling	3D Animation	Texturing	UVing	Shaders	VFX	Rendering	Rigging
Video Editing	Compositing	Communication	Problem Solving	Organization			
Multitasking	Creativity	2D Concepting	Drawing				

Links

[3D Portfolio](#)

[Example of work from Caterpillar](#)

[LinkedIn](#)

[2D Illustration](#)