



😊 3D Environment Artist
📍 artstation.com/lanaea
lanaea.com
☎ 507.923.3946
✉ lanaeabowie@gmail.com



Education

Bachelor of Fine Arts, Digital Media
Otis College of Art and Design, Los Angeles, CA
2018

Work Experience

3D Environment Artist | Game Mechanic Studios | konVRge Entertainment
Unannounced Title (PC)
Unannounced Title (PC)
Unannounced Title (Oculus Quest, PC)

Modeled, textured 3D assets. Created procedural textures, and shaders. Set dressing. Lighting. Optimization of assets according to target platform. Oversaw quality of assets made by other artists for consistency according to creative director's guidelines and each project's art style. Collaborated with Creative Director and Senior Environment Artist to iterate levels from blockout to finish. Worked directly with clients to execute their vision. Created and managed personal deadlines. Performed the above tasks for a variety of projects including a mobile app, console video games, and virtual reality film.
June 2018 - June 2021

3D Environment Artist | Mobius Digital Games
Outer Wilds (Xbox)

Modeled, textured 3d assets, created textures, set dressing and prop placement, assisted technical artists with optimization tasks.
July 2017 - February 2018

Skills

Maya, Substance Painter, Substance Designer, ZBrush, Speedtree, Marvelous Designer, Unreal Engine, Unity Engine, Photoshop, Illustrator