Alicia Lloyd
Lead 3D Game Artist

📍 Madison, WI 53173

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Experience

Lead 3D Artist - Tech-Lit   March 2022 - Present
- Working from 2D concept art to produce Character and Environment Prop models for use in the Unreal Engine./
- Creating UVs and textures for various 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 with regard to 3D modeling and texturing.

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 - March 2022
- 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   Sept 2016 - Dec 2020
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 and Interests

Materials and Lighting Director - 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.