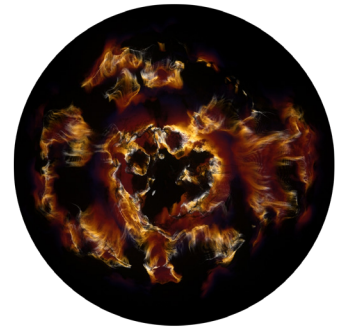


Laura Jolly

3D Artist

<http://laurajolly.net/> | laura.j.jolly@gmail.com | 720.982.5661



Experience

2015 - Present **Mirage3D BV** || 3D Artist & Animator

- Created production environment art, fluid dynamics, rigs, scripts, animations and post production compositing for award winning Full Dome and Virtual Reality documentary shows
- Set up and provided technical support for render farm using Autodesk Maya, Shave and a Haircut, Redshift, Vray and Thinkbox Deadline
- Managed interns and external freelancers through development and implementation of management systems

2015 **Sketchy Panda Games** || Art Director

- Assembled and managed team of artists through production of Aberford for Kickstarter, project crowd funded over \$100,000
- Communicated artistic themes, styles and goals of the product to the team, ensuring quality and consistency
- Provided technical leadership and troubleshooting for technical and artistic problems within all departments

2014 **Guidekick** || 3D Environment Artist

- Recreated real world historical landmarks in 3D using LIDAR scan data for mobile game/simulation production
- Performed monitoring/evaluation of milestone deliverables to ensure compliance with design specifications and programming schedules

2013 **Barking Mouse Studios** || 3D Prop Artist

- Acted as lead artist for time sensitive level productions
- Modeled and textured 3D puzzles for the IOS mobile game, 'Lost Toys'

2011 - 2012 **Tectonic Games, inc** || 3D Environment Artist

- Designed, modeled and textured modular environments for PC games
- Designed and textured particles and materials in Unity for PC games

Education

2007 - 2011 **California State University, Chico** Bachelor of Science in Applied Computer Graphics

Skills

Software

Autodesk Maya
Pixologic Zbrush
Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Unity 3D
3DCoat
Thinkbox Deadline
Substance Painter & Designer

Production

3D Modeling & Sculpting
Texture Design & Painting
3D Rigging
3D Animation
Illustration
Environment Layout
Mocap Cleanup

Recognitions

Lost Toys: Best Game Design
Award for
Sense of Wonder Night 2013

Lost Toys: Most Artistic for
Codame Indie Game Developers
Showcase 2013

Image of the Day GameDev.net -
February 27th, 2015

Projects featured on Tech Crunch,
Kotaku, Venture Beat, Forbes
and CNN