Alyssa Hamlet
Environment Modeler

✉ alyssa.hamlet@yahoo.com

📱 303-868-2133

📍 Burbank, CA

🌐 Demo Reel:
https://vimeo.com/535151873

SKILLS

Environment Modeling
Character Modeling
Texturing
Shading

SOFTWARE

Maya
Unreal
ZBrush
Substance Painter
Mari
Photoshop
Arnold
Renderman
MEL Script Writing
Shotgun

INTERESTS

Sculpting
Oil Painting
Coffee Crafting
Classic Car Restoration

WORK EXPERIENCE

Modeling and Texture Artist
SCAD Animation Studios - Hex Limit

11/2020 - 08/2021   *Remote from Los Angeles, CA*

- Modeled and textured/shaded various assets for SCAD Animation Studios' student-produced short film *Hex Limit,* including a bridge, a food stand, characters outfits, and a variety of other assets. These were created using manual and procedural methods with Maya, Photoshop, Substance Painter and Arnold.

Junior Modeling and Texture Artist
Frame Machine

05/2019 - 10/2019   *Santa Monica, CA*

- Modeled a shattered hourglass asset in the video game cinematics for the AAA game *Mortal Kombat 11* with Maya
- Modeled and textured various household assets in the video game cinematics for the AAA game *Returnal* with Maya and Photoshop

Modeling and Texture Artist
Artella - "Duel" & "Cat and Moth"

06/2016 - 11/2018   *Remote from Los Angeles, CA*

- Modeled and textured/shaded various character props and organic surface assets including the CTN Logo for the CTN Animation Expo 2016 short *Duel* utlizing Maya, Photoshop, and Arnold
- Modeled and textured various household assets in the upcoming short film *Cat and Moth* utlizing Maya, Photoshop, and Arnold

Modeling Artist Intern
Zoic Studios

08/2015 - 12/2015   *Culver City, CA*

- Collaborated with a mentor to model and texture/shade various hard surface and organic VFX assets for the TV episodics: *Arrow, Lucifer, Blindspot,* and *Guilt* utlizing Maya, Zbrush, Substance Painter, Photoshop, and VRay

EDUCATION

MFA - Animation with emphasis in CG Environment Modeling
SCAD - Savannah College of Art and Design

03/2018 - Present   *Remote from Los Angeles, CA*

3.6 GPA
- Expected Graduation Date: May 2022

BFA - 3D Graphics and Animation
University of Colorado Denver

08/2011 - 05/2015   *Denver, CO*

- Graduated with Cum Laude Honors

VOLUNTEER EXPERIENCE

Student and Alumni Volunteer for Siggraph (2013 - 2016)
- Aided the SIGGRAPH staff in managing, supervising, enforcing rules, set up and tear down exhibitions during this animation and 3D graphics conference.