

# Claire Selvog

3D Artist

[cseelvog.artist@gmail.com](mailto:cseelvog.artist@gmail.com)

<https://www.ccselvogart.com/>

<https://www.linkedin.com/in/claire-selvog>

## Skills

3D Modeling

Texturing

Lighting

Rendering

Art Tools Development

Procedural Materials

Pixel Art

3D Animation

## Software

Adobe Photoshop

Autodesk Maya

Arnold Renderer

Substance Painter

Substance Designer

Qt Designer

ZBrush

Blockbench

Unity Engine

Unreal Engine

Adobe Premiere

Adobe Illustrator

Marmoset Toolbag

3D-Coat

Simplygon

## Programming Language

Python

## Employment

2D/3D Artist

7/2022 — 7/2024

*Formosa Interactive*

- Developed art tools using Python for Maya to import files not natively supported by Maya and automate the rendering of over 2,000 assets
- Rendered and composited 3D images for marketing and social media with Maya and Photoshop
- Modeled and hand painted textures of organic environment assets using Maya and Photoshop

3D Artist (Contract)

5/2020 — 6/2022

*Microsoft (Minecraft)*

- Updated and documented internal art tools using Python
- Rendered and composited high resolution images of 3D models for decorative and promotional art using Maya and Photoshop
- Concepted and developed ideas for unique animated visuals to promote content on social media platforms
- Created a variety of 2D, 3D, and video assets with short turnaround times to meet urgent deadlines

3D Artist (Contract)

6/2019 — 8/2019

*Microsoft (AltspaceVR)*

- Modeled stylized environment assets in Maya with and without concept art to create visually pleasing models that were optimized for standalone VR headsets
- Developed and documented art tools for Maya written in Python to automate the art pipeline and expedite workflow

## Education

Graduated 2020

DigiPen Institute of Technology, Redmond, WA

Bachelor of Fine Arts in Digital Art and Animation