

Claire Selvog

3D Artist

cselvog.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