



# CHRISTINA SPICER

## Environment and Lighting Artist

### CONTACT

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### SKILLS

#### Technical

- C++
- Python
- 3D Modeling
- Texturing
- Level Design
- Compositing
- Rigging
- Agile Methodology
- Project Management
- Marketing
- Windows, MacOS, and Linux Systems

#### Programs



### AWARDS

- Rookies Finalists for 2021 Console and PC Game of the Year Award with Project Pulse
- Entelechy 2021 Game Sound Award for Project Pulse
- Dean's List 2017-2021

### EXPERIENCE

#### TerraZero Technologies Inc.

Los Angeles, CA

##### Contracted 3D Modeler

May 2022 - September 30th, 2022

Remotely working as a 3D modeler and general artist on 3D NFTs, games, and ads. While the position is mainly 3D modeling, it also involves texturing, rigging, and 2D/3D animation. Working within tight polygon and texture resolution limitations to run on web browser reliant Metaverse systems. Contract to end on September 30th.

#### Odyssey Space Research

Houston, TX

##### Contracted Environment and Game Artist

October 2020 - present

Creating realistic terrains, vehicle models, textures, particle effects, and animation rigs to be used in research and simulation work for the Artemis Program. Working to familiarize team members with Unreal Engine.

#### JellyFrog Digital

Savannah, GA

##### Environment and Lighting Artist for Project Pulse

January 2021 - May 2021

Worked on this collaborative thesis project turned indie game, made environment assets and lighting for a procedurally created environment, along with enemy art and animation. Used Agile methodology to meet project goals. This project was a Rookies Finalist for the 2021 Console and PC Game of the Year Award.

### EDUCATION

#### Savannah College of Art and Design (SCAD)

Savannah, GA

##### BFA Interactive Design & Game Development

##### Minors in Tech Direction and Visual Effects

September 2017- May 2021

Pursued higher education for my goal of creating 3D art for video games and cinema. Earned achievement scholarships along with being on the Dean's list. Graduated with Cum Laude honors.

#### Anne Arundel Community College (AACC)

Arnold, MD

August 2016- March 2017

Took extra-curricular classes to explore 3D modeling, game design, and art during high school. Had a GPA of 4.0.