

ERIKA SPIESS

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I am a diversely skilled 3D Asset Artist with devotion to challenging my skills as a visual storyteller. I am dedicated to bringing my passion for creation, keen eye for detail, and responsibility to a team that brings fantastic worlds and amazing stories to life.

SKILLS

PBR Texturing
UDIM Workflow
Game Optimization
Retopology
Hard-Surface Modeling
Organic Modeling
Digital Sculpting
Lighting
Shading
UV Unwrapping
Rigging

SOFTWARE

Maya
Arnold Renderer
Zbrush
Unreal Engine 5
Substance Painter
Mari
Xgen
Photoshop
Marmoset
After Effects
Shotgun/Shotgrid
Perforce

EDUCATION

Rocky Mountain College
of Art and Design
Bachelor of Fine Arts
3D Animation

CG Master Academy
Fundamentals of Substance
Production Modeling

WORK EXPERIENCE

DAY FOR NITE

Asset Artist, August 2021-April 2022, December 2022-Present

Credits:

Disney's Haunted Mansion (2023), Blue Beetle (2023), Superman: Legacy (2025)

Tron: Ares (In-Production), Moana (Live Action: In-Production), Cliffhanger (In-Production)

- Model, texture, and rig a variety of props, environments, and characters utilizing Maya, Zbrush, Substance Painter, Photoshop, Xgen, and Unreal Engine.
- Transform concept art into high-quality 3D assets.
- Import and set up assets from Maya to Unreal Engine.
- Render sequences in UE5.
- Create unique characters using Metahumans, 3D scans, or digital sculpting for actor likenesses.
- Work with Lidar and 3D scanned assets, retopologizing and optimizing for animation.
- Collaborate with the supervisor to craft a dynamic cinematic experience aligned with the director's and studio's vision.
- Support the Animation team by providing assets, troubleshooting issues, and improving workflow efficiency.
- Taking lead on multiple projects, I train new team members, manage task assignments, review other artists' work, and provide feedback while tracking asset progress. I collaborate closely with the supervisor to ensure clear communication within the team and foster a supportive environment for troubleshooting and questions.

VANDIVISION

Lead Modeler (Independent Contract)

Credits:

Dicks: The Musical (2023)

- Responsible for modeling, texturing, and groom for the Flying V creature.
- Utilized Maya to build a base mesh from a concept, Zbrush for sculpt and groom, and Substance Painter for texture.

Dollar Shave Club Drew Timme NBA Social Media Campaign (2022)

- Responsible for modeling, texturing, and groom of "chin" character, using Maya, Zbrush, Photoshop, Substance Painter, Xgen, and Marmoset.

SOUL MACHINES

Character Texture Artist – Digital Humans, April 2022 – December 2022

- Developed photorealistic digital humans and avatars using scan data, Photoshop, Substance Painter, and proprietary look development tools.

THE THIRD FLOOR INC

Asset Artist, January 2021 – March 2021

Credits:

The Marvels (2023)

- Modeled and textured a variety of assets, including props, environments, and characters using Maya, Zbrush, Substance Painter, and Photoshop.