

# Abby Cruz

## 3D CHARACTER ARTIST

### PROFILE

A dedicated and award-winning AAA character artist trained at Gnomon with a passion for bringing concepts to life.

**Portfolio**  
[abby3d.com](http://abby3d.com)

### CONTACT

**Email**  
[abby3d@outlook.com](mailto:abby3d@outlook.com)

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206.234.4752

**Location**  
Redmond, WA

**LinkedIn**  
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### PROGRAMS

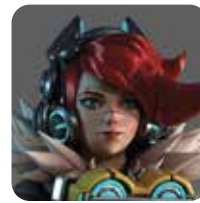
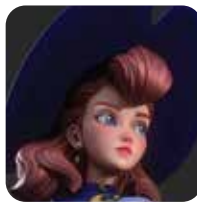
3D MODELING/SCULPTING  
ZBrush  
Maya  
3DS Max

TEXTURING  
Substance Painter  
Substance Designer  
Photoshop

GAME  
Unreal Engine 4/5  
Unity

ENVIRONMENTS  
Speedtree  
Gaea  
Houdini

RENDERING  
Marmoset Toolbag  
V-Ray  
Arnold  
Redshift



### EXPERIENCE

#### Zenimax Online Stuio | Character Art Intern

Hunt Valley, MD | 01/24 – Present

- Created assets for Elder Scrolls Online, focusing on modeling, texturing, and skinning to contribute to world-building to enrich player experiences
- Integrated assets and materials into proprietary game engine pipeline
- Actively participated in daily art feedback sessions, refining skills and contributing to approved assets for AAA game updates

#### Emblematic Group | 3D Generalist

Santa Monica, CA | 02/21 – 05/21

- Modeled and textured assets in Maya, ZBrush, Substance Painter, and Photoshop, taking care to optimize for the game pipeline
- Imported assets and materials into Unity and arranged gameplay levels
- Transformed broad directives into captivating environment layouts based on high level descriptions with creative independence

#### Gnomon School of VFX, Games, and Animation | Teacher Assistant

Los Angeles, CA | 01/23 – 06/23

- Responsible for overseeing students in their thesis studio lab to support completion of the project thesis
- Maintained detailed records of students' progress and attendance to ensure final grading accuracy

### SUMMARY OF SKILLS

Experience in 3D and Art

- Skillful in modeling, sculpting, texturing, UV mapping with excellent understanding of topology, shading, and lighting
- Deep understanding of traditional art theory including creature and human anatomy, appeal, structure, shape, silhouette, and color theory
- Able to translate concepts into believable and appealing characters with excellent attention to detail

Team Player

- Ability to understand, interpret, and implement highly stylized concept art and receptive to art direction and critique
- Motivated to work independently and with others in a team environment
- Skilled in multi-tasking, organizing, and managing time efficiently

### EDUCATION

#### Gnomon School of VFX, Games, and Animation

Los Angeles, CA | 2023

Graduated Bachelor of Fine Arts in Digital Production

#### Shoreline Community College

Shoreline, WA | 2017

Graduated Associate in Applied Arts & Sciences in Dental Hygiene

### AWARDS

- Gnomon Best of Term – Spring 2023 Stylized Character – The Sorceress
- The Rookies 2023 – Draft Selection & Finalist for Career Opportunities
- Gnomon Artistic Merit Scholarship

### ACTIVITIES

- Rise Up Animation Mentorship
- Scott Eaton Anatomy for Artists Course, Facial Anatomy Course