

Liz Landis

Digital Sculpting – Modeling – 3D Printing

Contact:

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Portfolio: <http://lizlandis.com>

Education:

Ringling College of Art and Design, Sarasota, FL

2008-2012

- BFA in Game Art and Design, May 2012
- Best of Ringling 2012

Professional Experience:

Infinifan, Deer Park, NY

Remote 3D Artist

April 2016- Current

- I sculpt models for 3D printing and manufacturing based on 2D concepts from the design team.
- We create officially licensed fan goods for places like Hot Topic, Loot Crate, and Crunchyroll.

Freelance 3D Artist

May 2014 – Current

- As a freelancer I work with various clients who need 3D models created for 3D printing, independent video games, and jewelry design.
- I am listed as a Designer for Hire on www.Shapeways.com and www.i.materialise.com
- I manage all of my web presences, branding, and finances independently.

Academy of Art University, San Francisco, CA

Game Design Lab Technician

September 2013 – May 2014

- Aided in software and hardware installation, troubleshooting,

and upgrading

- Assisted students and faculty with any software/hardware issues
- Provided software expertise and knowledge of art fundamentals to guide student learning
- Provided support and assistance to the Department Director and Lab Supervisor
- Maintained a clean, functional, and productive learning environment

Software Specialties:

