

NATALIE ASPORT

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SUMMARY

- Passionate artist knowledgeable of techniques and skills involved in the 3D animation and video game development pipeline with an extensive background in traditional art, digital art, and graphic design.
- Strong Problem Solving Skills | Detail Oriented| Disciplined| Self-Motivated | Dedicated | Reliable | Well-Organized | Strong Communication Skills | Excellent Time Management | Team Player | Positive Attitude

SKILLS

- Working with a team towards a common objective.
- Troubleshooting.
- High quality 3D model creation for game & film.
- Videogame engine asset integration.
- Polygon modeling (Organic/ Hard Surface)
- Texturing, baking, PBR workflow
- Maya, ZBrush, Quixel, Substance Designer & Painter, Photoshop, Illustrator, Unreal, Unity, Marmoset Toolbag
- Concept Art, Character Design, Illustration, Graphic Design, Traditional sculpture.
- Eye for silhouette, form, and anatomy.
- 3D Printing Techniques.

WORK EXPERIENCE

Jan. 2018 – Present	Adjunct Professor – NYU Game Center – Brooklyn, New York Instructs 3D Modeling for Games Class at the Game Center.
Jan. 2016 – Present	Vehicles and Weapons Artist – Avalanche Studios – New York, New York Modeled, textured, integrated, and assisted in design for vehicles and weapons. Collaborated with outsourcing companies and team members overseas.
Feb. 2014 – Jan. 2016	Environment Artist – Avalanche Studios – New York, New York Modeled, textured, and integrated various environment structures, animation props, and Chaos Objects. Ensured overall quality and polish for final look of various game assets.
April 2014 – Oct. 2018	3D Artist – Legal Demonstrative Exhibits Assisted in modeling and texturing photo-real and anatomically accurate CG models of various medical anatomy such as spinal nerves, brain, and digestive system.
June 2013 – Dec. 2013	3D Artist/ Intern – Legal Demonstrative Exhibits Created anatomically accurate CG medical model of human skeleton for legal cases.
June 2013 – Aug. 2013	Intern – Full Sail University – Winter Park, FL Assisted online students in the Computer Animation program.

PROJECTS

December 2018	Just Cause 4, and DLCs – Playstation 4, Xbox, PC – Avalanche Studios Created and integrated vehicle and weapon models in Apex game engine for game a
December 2015	Just Cause 3 – Playstation 4, Xbox, PC – Avalanche Studios Including DLCs: Land Mech Assault, Bavarium Sea Heist. Created and integrated high-quality art assets in proprietary game engine.
October 2018	MNR PLSR “Gold” – Music Video – Directed by Kaz PS. Created aesthetic and visual look of zombie VFX for infected character.
December 2016	Kansas City Phantoms Football League – Designed Logo.

EDUCATION

May 2013	Computer Animation (B.Sc) at Full Sail University – Winter Park, FL Graduated with Honors, Valedictorian, Perfect Attendance, Course Director Awards for Visual Effects, 2D Animation, Character Animation
June - July 2010	Ringling College of Art & Design — Sarasota, FL - Accelerated College Courses: Photoshop, Traditional Sculpture, Figure Drawing, Graphic Design
December 2013	Gnomon Master Classes , Los Angeles, CA - Advanced Creature Creation, Rendering in Maya, Motion Capture, Advanced Particle Techniques for VFX

VOLUNTEER EXPERIENCE

2017 - 2018	Public Speaker , New York, NY Spoke at various events and panels: Animation Project, Playcrafting's Women in Games, NYC ACM SIGGRAPH, Full Sail BTS, Marist College, The School of The New York Times
2016 - Present	Best Friends Animal Society New York , New York, NY Helper for various events- Fostering, Super Adoption, Strut Your Mutt.
March 2013, October 2016	Vietnam Brotherhood , Orlando, FL - Flyer Designer for Charity Golf Event

ACHIEVEMENTS

January 2019	Gold Music Video won Grand Prize at Silver Sound Showdown Festival
November 24, 2017	Displayed artwork at collaborative art show - Van Der Plas Gallery in NYC.
May 03, 2012	Displayed artwork at collaborative art show - Orlando Museum of Art

References upon request