

# NATALIE ASPORT

## VFX & GRAPHIC ARTIST

### CONTACT

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### EDUCATION

#### B.S. / COMPUTER ANIMATION

May 2013

Full Sail University  
Winter Park, FL

Honors, Valedictorian,  
Perfect Attendance,  
Course Director Awards for  
Visual Effects, 2D Animation,  
& Character Animation

#### PRECOLLEGE / GRAPHIC DESIGN

June - July 2010

Ringling College of  
Art & Design  
Sarasota, FL

Accelerated College Courses:  
Photoshop, Traditional Sculpture,  
Figure Drawing

#### MASTER CLASSES / VFX

December 2013

Gnomon Workshop  
Los Angeles, CA

Advanced Creature Creation,  
Rendering in Maya, Motion  
Capture, Advanced Particle  
Techniques for VFX

### SOFTWARE

- Maya
- ZBrush
- Photoshop
- After Effects
- Premiere Pro
- Illustrator
- Substance Designer/Painter
- Unity and Unreal Engine
- Quixel, Marmoset Toolbag

### ACHIEVEMENTS

**Silver Sound Showdown Festival, Grand Prize** - Jan. 2019

**Van Der Plas Gallery** - Nov. 24, 2017- Displayed artwork at collaborative art show in NYC

**Orlando Museum of Art** - May 03, 2012 - Displayed artwork at collaborative art show.

### SUMMARY

Experienced Graphic Artist applying technical and creative abilities to diverse client projects. Highly knowledgeable of techniques and skills involved in the 3D animation and video game development pipeline along with an extensive background in visual arts, traditional mediums, digital art, graphic design, and multimedia design.

### SKILLS

Strong Problem Solving Skills | Detail Oriented | Disciplined | Self-Motivated | Dedicated | Reliable | Well-Organized | Strong Communication Skills | Excellent Time Management | Team Player | Positive Attitude | Troubleshooting | 3D model creation for game & film | 3D Texturing, Baking, PBR workflows | Concept Art | Character Design | Illustration | Graphic Design | Traditional sculpture | Eye for silhouette, form, and anatomy | Compositing | Rotoscoping | Rigging | Motion Graphics | 2D/3D Animation

### WORK EXPERIENCE

#### ADJUNCT PROFESSOR

**NYU Game Center** | Jan. 2018 — Present — Brooklyn, New York

Instructs a 3D Modeling for Games Course designed to engage students and teach the process of creating 3D art assets for video games using industry-standard software, tools, and technology.

#### FREELANCE VFX ARTIST & GRAPHIC DESIGNER

**Snow Monster Ink** | December 2016 — Present — New York, New York

Creating VFX and graphic design elements for various projects.

#### VEHICLES AND WEAPONS ARTIST

**Avalanche Studios** | Jan. 2016 — Present — New York, New York

Modeled, textured, integrated, and assisted in design for vehicles and weapons art assets. Worked with multiple outsourcing companies and team members overseas.

#### ENVIRONMENT ARTIST

**Avalanche Studios** | Jan. 2014 — Jan. 2016 — New York, New York

Modeled, textured, and integrated numerous environment structures, destructible structures, and animation props and ensured overall quality and polish for final look of them.

**3D ARTIST – Legal Demonstrative Exhibits** | April 2014 – Oct. 2018

Assisted in modeling and texturing photo-real and anatomically accurate CG models of various medical anatomy such as spinal nerves, brain, and digestive system.

**3D ARTIST/INTERN – Legal Demonstrative Exhibits** | June 2013 – Dec. 2013

Created anatomically accurate CG medical model of human skeleton for legal cases.

**INTERN – Full Sail University** | June 2013 – Aug. 2013– Winter Park, FL

Assisted online students in the Computer Animation degree program.

### PROJECTS

**RAGE 2 DLCs: Rise of the Ghosts and TerrorMania DLC** PS4, Xbox, PC  
Avalanche Studios - November 2019 - Environment and prop artist

**Just Cause 4, DLCs Dare Devils, Los Demonios, Danger Rising** PS4, Xbox, PC  
Avalanche Studios - December 2018 - Vehicles and Weapons Artist

**Just Cause 3, DLCs: Mech Land Assault, Bavarium Sea Heist** All platforms  
Avalanche Studios - December 2015 - Environment Artist

**MNR PLSR "Gold" Music Video** – Oct. 2018 - Created VFX for zombie character.

**Kansas City Phantoms Football League** – December 2016 - Logo designer

### VOLUNTEER EXPERIENCE

**PUBLIC SPEAKER** New York, NY - 2017 - 2018

Spoken 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

**Best Friends Animal Society New York**, New York, NY - 2016 - 2018

Helper for various events- Fostering, Super Adoption, Strut Your Mutt.

**Vietnam Brotherhood**, Orlando, FL - March 2013 - Charity Golf Event Poster Designer

References upon request