
LIZ WAITE



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waitecreations.com



408.964.0412
SANTA CLARA, CA

Skills

Modeling
Texturing
Sculpting
UV Mapping
Skinning

Software

Maya
3Ds Max
ZBrush
Substance Painter
Substance Designer
3D Coat
Blender
Photoshop
Unity
Unreal
Perforce
Jira

Honors/Volunteer

**Best Vive Experience Award
2016**
MonsterVR and Titmouse Studios
Hack -N-Haunt

ACM SIGGRAPH 2015
Student Volunteer

PROFESSIONAL EXPERIENCE

Cryptic Studios | Los Gatos, CA

3D Environment Artist | 10/2020 - present

- Enhance the look and feel of the game through visual storytelling.
- Build immersive, unique, and compelling environments that enrich gameplay.
- Coordinate with the Art Director and Lead Artist to design levels that meet the aesthetic and performance requirements of the game.
- Construct various models and textures that suit the chosen art style.
- Communicating with many different disciplines including programmers, designers, and other team members for designing the game creatively and collaboratively.
- Work closely with the outsourcing team to build quality, game-ready assets.
- Train other employees on the environment pipeline.

Outsource Integration Artist | 07/2020 – 10/2020

- A key contributor to establishing the environment outsourcing pipeline for architectural kits.
- Create proxy models to be sent to external vendors.
- Create interesting, lived-in worlds with clever world-building.
- Placing environment assets, VFX, lighting, etc.
- Work closely with designers to iterate on and finalize level layouts.
- Work with art leadership to review, critique, and iterate on work.

Associate Outsource Integration Artist | 05/2019 – 07/2020

- Provide external vendors with actionable, specific, and clear feedback in a timely manner.
- Direct external vendor works on multiple asset types including but not limited to hard surface, organic, materials, and concept art, that match the quality and parameters of each Cryptic game.
- Responsible for integrating art assets from external vendors into the Cryptic Engine. Optimize and polish assets after external delivery.
- Build packets that are sent to external vendors.
- Work closely with multiple departments and disciplines to ensure consistency and expectations.

Outward Inc.

02/2017 – 06/2019

Content Developer | San Jose, CA

- Responsible for 3D asset creation according to collection style guides.
- Clean up high-volume 3D scans. Conduct scan events and construct scan data.
- Unwrap and manage UV layout.
- Manage projects including deadlines, team responsibilities, etc.

Education Bachelor of Arts | University of Silicon Valley | Dean's Honor List |
Major: Game Design and Development
