

Em Willis

3D Character Artist & Rigger

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Education

Savannah College of Art and Design

B.F.A. in Technical Animation - Expected Graduation in May 2026

Collaborative Experience

Character Modeler, Rigger, Texture Artist | Short Film

"Tonight's Exhibition" | September 2025 - Current

- Sculpted a stylized lead antagonist in Maya and ZBrush based on 2D concept art and exaggerated anatomy
- Created proper edge loop topology for rigging and animation at 38,694 faces
- Built a detailed body and facial rig in Maya, communicating with lead animators to meet acting and performance needs
- Modified baked high-resolution maps and hand-painted textures in Photoshop and Substance Painter across 3 4k UV tiles

Character Modeler, Texture Artist, Set Dresser | Short Film

"Phony" | September 2024 - February 2025

- Sculpted the protagonist character in Maya and ZBrush, referencing 2D concepts
- Retopologized character mesh for rigging
- Modeled and arranged props within 4 environments to create believable sets
- Hand-painted textures in Substance Painter and Photoshop

Character Modeler | Short Film

"Lily" - September 2024 - January 2025

- Sculpted a complex quadruped for rigging using ZBrush and Maya

Skills

Technical Skills

Bipedal Character Modeling, Quadruped Character Modeling, Character Rigging, Environment Modeling, Prop Modeling, Asset Layout, Texturing, Cloth Simulation

Hard Skills

Maya, ZBrush, Substance Painter, Photoshop, Marvelous Designer, Unreal Engine, Marmoset Toolbag, Mudbox, Python Programming

Soft Skills

Organization, Collaboration, Communication, Self-Motivation, Timeliness