

# Em Willis

## 3D Character Modeler & 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 antagonist in Maya and ZBrush
- Created proper edge loop topology for rigging and animation
- Created a detailed body and facial rig in Maya, communicating with lead animators to meet the needs of the film
- Modified baked high-resolution maps and hand-painted textures in Photoshop and Substance Painter

#### Character Modeler, Texture Artist, Set Dresser | Short Film

*"Phony" | September 2024 - February 2025*

- Sculpted protagonist character in Maya and ZBrush, referencing 2D concepts
- Retopologized character mesh
- 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 from 2D concepts using ZBrush
- Created appropriate mesh topology for quadruped rigging

### **Skills**

#### Technical Skills

Character Modeling, Character Rigging, Environment Modeling, Texturing

#### Hard Skills

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

#### Soft Skills

Organization, Collaboration, Communication, Self-Motivation, Timeliness