

Em Willis

CFX and Character Artist

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Education

Savannah College of Art and Design

B.F.A. in Technical Animation

Graduated in May 2026

Experience

Character Technical Director Intern

Walt Disney Animation Studios | June 2026 - August 2026

- Adapted garments from three 2D concepts to one stylized outfit
- Tailored complex designs in Marvelous Designer for export to Maya
- Set fabric properties for multiple materials in simulation
- Polished simulated mesh and final animation for render

Character Modeler, Rigger, Texture Artist

"Tonight's Exhibition" Short Film | September 2025 - June 2026

- 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

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

Soft Skills

Organization, Collaboration, Communication, Self-Motivation, Timeliness