



Contact:

Email:

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LinkedIn:

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Web:

artstation.com/isa_felten

Software:

3D:

Unreal Engine
Adobe Substance Painter
Zbrush
Maya
Vray

2D:

Adobe Photoshop
Premiere Pro
After Effects
Illustrator

Professional Experience:

Amazon: Dec. 2021 - Feb. 2022

Languages:

English - Native

French - Conversational

Japanese - Basic

Italian - Basic

Profile

I am a recent Gnomon graduate and prospective generalist with a specialization in lighting. I blend technical solutions and artistic aesthetics to craft lighting scenarios for both stylized and realistic worlds.

Summary of Skills

Technical:

- Create exterior and interior lighting scenarios that will immerse the player in an environment
- Balance the technical and artistic aspects of lighting
- Utilize different techniques and approaches when setting up scenarios
- Knowledge of 3D modelling/texturing pipelines

Organization:

- Able to meet deadlines and manage time in an efficient manner
- Develop clear and decisive plans to complete a project
- Think in terms of optimization while still producing artistic results

Communication:

- Able to coordinate with other artistic departments to craft a scene
- Open to criticism and exploring alternative artistic avenues
- Establish friendly connections with my colleagues to better work as a team

Education

Bachelor of Arts

Gnomon School of Visual Effects – April 2022-March 2025

Associates of Art in Multimedia

Ohlone College – Fremont, California – 2018-2021