

# Elizabeth Picado

[Email](#) ❖ [LinkedIn](#) ❖ [ArtStation](#) ❖ [Itch.io](#)

Miami, FL

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## WORK EXPERIENCE

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### David's Challenge

**April 2024 - Present**  
Cleveland, OH (Remote)

3D Environment Artist (Contract)

- Developed a 3D sci-fi educational game in Unity to help students practice math skills.
- Produced 3D modular kits, materials, textures, VFX, and concept art.
- Crafted levels and implemented a baked lighting workflow in Unity.
- Maintained a style guide, workflow documentations, and master asset list in Google Sheets & Docs.
- Utilized GitHub for collaboration with the art and development team.

## PROJECT EXPERIENCE

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### [Sunnyside Shootout, Gamedev.tv Game Jam](#)

**May 2024 – June 2024**

3D Environment Artist

Remote

- Produced a 3D top-down western shooter game in Unity with a team of 3 in 10 days.
- Curated the art style of the game and developed tri-planar materials utilizing Unity Shader Graph for easy iteration and fast production.
- Created 3D environment assets for 3 levels including desert foliage and architectural elements.
- Made use of GitHub version control software for project management and remote collaboration.

### [Dragon's Veil, Game Off Game Jam](#)

**November 2023**

3D Environment Artist

Remote

- Worked with a team of 18 to develop a prototype using Unreal Engine for a 3D RPG game with 8 scenes.
- Crafted modular environment assets, 3D models, materials, and textures.
- Set dressed scenes with props and foliage to enhance visuals.
- Utilized GitHub for efficient scene development management.

### [WanderCore, Unreal Megajam](#)

**September 2023**

3D Environment Artist

Remote

- Collaborated with a team of 4 to develop an Unreal Engine prototype for a 3D top-down infinite runner.
- Developed a custom stylized material shader with an illustrative style using Blueprints.
- 3D modeled game-ready assets including characters, modular environments, and foliage.
- Applied post-processing and completed the finalized environment layout to adhere to the chosen art direction.

## EDUCATION

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### Rocky Mountain College of Art and Design

**May 2022 - August 2023**

*Bachelor of Fine Arts (BFA) in Game Art, summa cum laude*

Denver, CO (Online)

### Cleveland Institute of Art

**August 2019 - January 2022**

*93 Credits towards a BFA in Game Design & Creative Writing Concentration*

Cleveland, OH

## SKILLS

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Autodesk Maya, Substance Painter, Substance Designer, Maxon Zbrush, Adobe Photoshop, Unreal Engine, Unreal Material Blueprints, Unity Engine, Github, Version Control, 3D Modeling, Texture and Material Creation, Environment Layout, Lighting, Game Development, Project Management, Google Suite – Docs, Slides, Sheets, Microsoft Office – Word, PowerPoint, Excel