

amanda
gullickson
Texture Artist | Look Development

Contact

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Profile

Creative and passionate Texture Artist, Look Developer, and 3D generalist with a love for creating intricate and detailed textures, and visually compelling compositions, for both stylized and realistic workflows. Well rounded artist eager to contribute in bringing ideas to life.



Summary of Skills

Software

Maya, V-ray, Redshift, X-Gen, Mari, Substance Painter, Marvelous, Zbrush, NukeX, Unreal Engine, Houdini, After Effects, Photoshop

Skillset

- Create detail-oriented textures for a wide variety of characters, clothing, assets, environments etc. in Mari and Substance Painter.
- Creation of complex shaders within Maya using V-ray, Redshift and Arnold.
- Ability to compose and pull a scene together with strong visual storytelling using NukeX
- Grooming for Characters, Animals, and Assets using X-Gen
- Sculpting and modeling characters and creatures for design and production using Zbrush and Maya
- Conceptualize, present, and execute ideas and concepts
- Basics of rigging and animation inside Maya
- Basics of scripting in Python and Mel for Maya and NukeX

- Able to work independantly and within a team environment
- Collaborate effectively with other creatives and teams
- Ability to learn new tools and techniques quickly
- Strong creative problem solving and time management skills

Education

Gnomon School of Visual Effects

Los Angeles, CA
September 2024
Bachelor of Fine Arts (BFA) 3D Generalist

Carthage College

Kenosha, WI
June 2021
Bachelor of Arts (BA) in Costume Design, *with Honors*

Professional Experience

Lead Costume Designer

Original production of *The Handbook*, 2019
Kenosha, WI

Seamstress/Draper/Cutter

Wartburg Theater Costume Shop
Kenosha, WI
2017-2020

Freelance Illustrator

2018-2021

Painting Instructor

P-art-y with Kym
Milwaukee, WI
2016-2018