



SHIRA STERLING

3D ARTIST

CONTACT

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SOFTWARE

Unreal Engine

Maya

Unity

Perforce

Photoshop

Illustrator

After Effects

Substance 3D Painter

Premiere Pro

Houdini

Nuke

SKILLS

Environment Art

Previsualization

Lighting, Texturing

Concept Art

Low Poly Modeling

High Poly Modeling

Sketching

Time Management

Collaboration

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

- B.F.A in Immersive Reality (2018 - 2022)
- M.F.A in Visual Effects (March 2022 - May 2024)

EXPERIENCE

Prologue Films - Freelance 3D Artist

June 2023 - July 2023, August 2024 - November 2024

- Collaborated to conceptualize and develop scenes for an FX television show and a movie opening sequence
- Responsible for 3D modeling, texturing, and effects

3M - AR/VR Intern

June 2022 - December 2022

- Collaborated to create a VR Metaverse Lobby with several different environments
- Responsible for 3D modeling, texturing, and concept art

COLLABORATIONS

Stroke of Magic, VR Game shipped on SideQuest

Environment Artist, January 2022 - May 2022

- Collaborated to create a VR puzzle game
- Responsible for 3D modeling and texturing assets, and concept art

Hospice and Palliative Care Collaborations

September 2019 - November 2019, March 2021 - May 2021

- Collaborated with peers to develop two virtual experiences for patients in Hospice and Palliative care
- Responsible for concept art, 3D modeling, 2D environment assets, green screen compositing

NOTABLE ACHIEVEMENTS

SCAD ENTELECHY 2022

- **Stroke of Magic**
1st Place in 'Best 3D Game'
- **Tridentia**
1st Place in 'Best VR Game', 1st Place in 'Best of Show'