

Hallie Ignasiak

3D Artist



Contacts

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Education

Bachelor of Fine Arts, Technical Animation at Savannah College of Art and Design
Associate in Applied Science, 3D Animation at Washtenaw Community College

Key Skills

Autodesk Maya
Substance Painter
Zbrush
Adobe Photoshop
Unity
Adobe After Effects
Adobe Illustrator
Marmoset Toolbag

Work Experience

3D Animator/Artist at RISE Autism Technology Remote, June 2023 - March 2024

- Developed and produced 3D animations for an immersive ABA Therapy VR Game, enhancing user engagement and retention.
- Designed 3D characters that elevated the visual appeal and storytelling elements of VR games.
- Produced captivating 3D character animations with advanced rig controls and facial expressions, enhancing player engagement.
- Integrated 3D animations into Unity environment with a streamlined Animation Flowchart.
- Modeled and textured detailed 3D environments and props for Unity game engine.
- Uploaded and downloaded project updates with Perforce and Github.
- Implemented lighting in Unity to create calming environments for the user.
- Generated textures for 3D assets, optimizing visual appeal while accommodating sensory needs for users with autism.

3D Artist at Visto360 (formerly GT Werx) Ann Arbor, February 2023 - June 2023

- Designed 60+ intricate 3D models of genuine automotive parts to integrate into an augmented reality platform.
- Created textures and shaders mirroring 3D-scanned textures, amplifying visual appeal and authenticity.
- Produced 3D scans of objects, optimized models for real-time rendering in Unity, enhancing performance in virtual environments.
- Developed a 3D model of a complex object used in a 3D printing project.
- UV-mapped models to create photo-realistic textures viewed in AR/VR.
- Crafted intricate textures for 3D models using advanced techniques in Substance Painter and Substance Designer.
- Transferred 3D scanned textures onto low poly, game optimized UV mapped, 3D models.
- Edited 3D scan textures in Photoshop to remove any imperfections.

Lighting/Texture Artist at SCAD Animation Studios (The How Book) March 2022 - June 2022

- Lit scenes in the correct cartoon style by following a strict style guide.
- Set up the correct render layers used by the compositors.
- Created consistent, stylized textures based on concept art, ensuring continuity throughout all the episodes.
- Collaborated with animators and modelers on the best textures for each object and character.
- Painted textures using Substance Painter and Substance Designer.
- UV mapping models in preparation for the texturing stage.

Awards and Achievements

Grotesque, SCAD Animated Student Short

Monthly Indie Shorts

Best Student Animation

Skia International Film Festival

Best Short Animation

1 World Student Film Fest

Official Selection and Silver Medal

8 & Halfilm Awards

Best Animated Film

