

AMANDA BLETTNER

LOOK DEVELOPMENT ARTIST

EXPERIENCE

WALT DISNEY ANIMATION STUDIOS

Look Development Artist / Burbank, CA / Apr 2025 – Sep 2025

Look Development Artist / Burbank, CA / Apr 2023 – Jul 2023

Look Development Assistant / Burbank, CA / Aug 2022 – Apr 2023

CG Environment Intern / Burbank, CA / May 2021 – Aug 2021

- Worked on the Look Development Team to texture and shade full environments and hero assets for animated feature films
- Collaborated closely with the Art Director and Production Designers to accurately translate their 2D designs into final 3D environments
- Created both stylized and physically based final looks
- Supported adjacent departments such as modeling and lighting by quickly troubleshooting files and addressing feedback
- Authored a variety of materials, textures, and geometric instances using Maya, Substance Designer, Mari, Photoshop, and additional proprietary packages
- Worked as an intern in the environment modeling and look development pipelines to create an original animated short film

CHANDLER STUDIOS LA

Freelance Asset Artist / Burbank, CA / Apr 2024 – Aug 2024

- Created various environment assets for short-form animated content and 3D printing
- Collaborated with the environment lead to create style iterations and test project workflows
- Utilized concept art and reference to define a unique and consistent look that aligned with the team's art direction
- Maintained clean project files and quickly implemented feedback both offline and during live work sessions
- Utilized Maya, ZBrush, and Blender to create a Look of Picture

WARNER BROTHERS ANIMATION

CG Asset Artist / Burbank, CA / Feb 2022 – May 2022

- Worked on the CG Assets team to create hard-surface and organic models, UVs, and textures for an unreleased, animated TV series
- Presented to the Art Director, Asset Supervisors, and Directors to gain approval of the style and technical build of various assets
- Hand-painted assets in Substance Painter and Photoshop to match specific references and concept art
- Researched and developed methods to create stylized vegetation
- Cleaned and optimized large project files to be more consumable

CONTACT

 www.amandablettner.com

 [amanda-blettner](https://www.linkedin.com/in/amanda-blettner)

 amanda.blettner@gmail.com

SKILLS

SOFTWARE

Maya / Unreal / Substance Painter
Substance Designer / XGen / Mari
ZBrush / RenderMan / Houdini
Blender / Arnold / SpeedTree
Marvelous Designer / After Effects
Photoshop / Illustrator

OPERATING SYSTEMS

Linux / Mac / Windows

LANGUAGES

Python

EDUCATION

TEXAS A&M UNIVERSITY

College Station, TX / Dec 2021

- Bachelor of Science in Visualization
- Minor in Art & Architectural History
- 4.0 GPA

INVOLVEMENT

WOMEN IN ANIMATION (WIA)

Aug 2020 – Present

VIZ INDUSTRY FAIR COMMITTEE

Aug 2020 – March 2021

TAMU ACM SIGGRAPH

Aug 2019 – Dec 2021

HONORS & AWARDS

PIXAR AGGIES SCHOLAR

Visualization Alumni at Pixar

May 2021 – Dec 2021

PRESIDENT'S ENDOWED SCHOLAR

Texas A&M University

Aug 2017 – May 2021

BEST IN DIGITAL FLATWORK

Visualization Department Showcase
May 2021

BEST IN TRADITIONAL SCULPTURE

Visualization Department Showcase
May 2019