# AMANDA BLETTNER
## LOOK DEVELOPMENT ARTIST

## CONTACT

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## EXPERIENCE

### FREELANCE ASSET ARTIST / CHANDLER LA

Burbank, CA / Apr 2024 – Aug 2024

- Created various environment assets for short-form animated content
- Collaborated with the environment lead to create style iterations
- Maintained clean project files and quickly implemented feedback
- Utilized Maya, ZBrush, and Blender to complete a Look of Picture

### LOOK DEVELOPMENT ARTIST / WALT DISNEY ANIMATION STUDIOS

Burbank, CA / Apr 2023 – Jul 2023

### LOOK DEVELOPMENT ASST. / WALT DISNEY ANIMATION STUDIOS

Burbank, CA / Aug 2022 – Apr 2023

- Worked on the Look Development Team to texture organic and hard-surface sets and hero assets for the animated feature film 'Wish'
- Worked closely with the Art Director and Production Designers to accurately translate their 2D designs into final 3D environments
- Collaborated with adjacent departments such as modeling and lighting by quickly troubleshooting and addressing feedback
- Authored a variety of stylized materials, textures, and geometric instances to match the look of both concept art and reference
- Utilized Maya, Substance Designer, Mari, Photoshop, and proprietary texturing, shading, and scattering packages

### CG ASSET ARTIST / WARNER BROTHERS ANIMATION

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

### CG ENVIRONMENT INTERN / WALT DISNEY ANIMATION STUDIOS

Burbank, CA / May 2021 – Aug 2021

- Worked in a team of ten to create an original animated short film, 'June Bug', while being trained in Disney Animation's feature film pipeline
- Collaborated closely with the Visual Development Interns to implement a visual style consistent with their specific art direction
- Modeled and set dressed the environment for all stages of production, working from initial concept art to the final developed look
- Created physically-based materials, textures, and geometric instances for the environment, props, and character's clothing
- Learned to quickly navigate in a Linux pipeline

## 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