Erica P. Grenci

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Education

Fairleigh Dickinson University, Madison, NJ   May 2018
Bachelor of Arts, Film and Animation: Video Game Animation
Phi Omega Epsilon Honors Society

Work Experience

Michael Graves Architecture and Design
3D Visualization Artist - Princeton, NJ   September 2018 - Present
- Create photo-realistic renderings of interiors and exteriors using 3ds Max
- Render still images, VR 360 images, and animations
- Design virtual reality experiences for the HTC Vive using Unreal Game Engine
- Composite renderings using Adobe Photoshop and Adobe After Effects
- Create PBR Shaders for use in Unreal Game Engine

Freelance- Self Employed
3D Artist - Plainsboro, NJ   June 2018 - Present
- Create 3D models and materials for advertising, gaming, and film industries.
- Ensure products work across multiple platforms including Unreal Game Engine and Unity 3D.

Clients:
Video Game- Gameloft Montreal, Zero Games, Loki Studio, Dodi Game Studios, DMS -Digital Mind Soft, Ntonic Games, Xreal Games, Big Rook Games, Pixel Forest Games, Dogwood Gaming, Xform Games, Tokkun Studio, Brutal Render, Cortex Studio, Spektral Studios, Lilith Games, Atomic Wolf Games, VaRc.Life, Alife Studio, Manyisa Studios

Advertising - Young Gun Motion, Zio Visuals, istudio8, N7 Creative, Green Light Interactive Studios, VLT Media, Run Multimedia, Graphix Main LLC., Monarch 3D, EXE Productions, MZS Creations, Animate Me Too, Pipe-Studio, PI-Labs

Film - Realm Pictures, Stetson Studios LLC, Venky Studios, West Side Story LLC, Lumina Visual, Jolly Studios, Kinter Media, Corvo Studios, Courtroom Animation, Eye One Studio, Ink and Light Films, J.R Saint Films, Ness Graphics, Tigrelab, OLM Digital, Brothers Pictures

Epoch Games
3D Artist - Winston-Salem, NC   June 2018 - August 2018
- Modeled 3D characters from concept art
- Sculpted high poly models using Zbrush
- Created low poly models within polygon limits for Unreal Game Engine
- Created textures and bakes using Quixel Mixer