

# Liz Paradis: 3D Modeler

[www.LizParadis.com](http://www.LizParadis.com)

## Objective

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To translate 2D designs into appealing 3D models that capture the original mood, emotion, and appeal for the purpose of animation, games, and architectural industries.

## Skills

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- Character, Environmental, and Prop modeling for animation
- Digital Sculpting
- Blendshapes
- UVing, Texturing/Surfacing, Rendering
- Teaching and curriculum development

## Software

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- Autodesk Maya
- Pixologic Zbrush
- Autodesk Mudbox
- Autodesk Softimage XSI
- Keyshot
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects

## Education

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M.F.A. Arts and Technology, 2009 - 2012

B.A. Arts and Technology, 2005 - 2009

University of Texas at Dallas

## Work Experience

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### Senior Lecturer III

The University of Texas at Dallas  
2015-Present

- Develop and teach course curriculums.
- Supervise student groups in the creation of animated shorts.
- Mentor aspiring modeling and texturing students.
- Chair and participate in multiple committees.
- **Courses Taught:** Modeling and Texturing I & II; Animation Studio I & II; Senior Seminar, Digital Sculpting, Computer Imaging, Project Management

### Modeler

Reel FX  
Feb 2013- Dec 2014

- Modeled Characters, Blendshapes, Props, and Environments for *The Book of Life* and *Rock Dog*.
- UVed assets and sculpted displacement maps for *The Book of Life* assets.
- Developed and documented model publishing process for modeling department.
- Sculpted digital maquettes for upcoming projects.

### Adjunct Professor

The University of Texas at Dallas  
2013-2014

- Taught evening sections of Modeling and Texturing I while working full time at Reel FX.

### Modeler/Texture Artist

Element X Creative  
2011

- Modeled and textured both high resolution and low resolution characters, props, and environments for Zynga's *CastleVille*.

### Art Associate: Lead Modeler

Walt Disney Animation Studio  
2010

- Modeled all characters, props, and environments on Disney's animated short, *Chalk*.
- Studied the art of creating appealing characters.

### 3D Intern

Element X Creative  
2008-2009

- Served as a 3D generalist on several commercials and websites.
- Modeled and textured characters, props, and environments for BPAA's commissioned cartoon webisode series, *Bowlopolis*.