

# Ashlee Purcella

## 3D Prop Artist

[ashlee.purcella@gmail.com](mailto:ashlee.purcella@gmail.com)

[bit.ly/purcella](https://bit.ly/purcella)

### Education

**MA: Animation & Visual Effects: 3D Modeling**

[Academy of Art University](#)

*President's List, summa cum laude*  
(2022-24)

**BFA: Digital Arts**

[University of Wyoming](#)

*President's List, summa cum laude*  
(2018-20)

**AA: Fine Art**

[Sheridan College](#)

*President's List, summa cum laude*  
*NJCAA Academic All-American*  
(2016-18)

### Key Skills

#### Software

Autodesk Maya, Substance Painter, ZBrush, Adobe Photoshop, Premiere, Media Encoder, Unreal Engine, Nuke

#### Technical

3D modeling (hard surface, organic, high/low poly), UV layout, texturing, lighting and rendering, foundational art skills

#### Interpersonal

Problem solver, critical thinker, detail oriented, time efficient, team player, strong work ethic

### Summary

Versatile 3D Prop Artist with skills in hard surface and organic modeling with dexterity in UV mapping, texturing, and lighting. Dedicated team player with effective communication and organizational skills, highly adaptable to constructive feedback.

### Achievements & Awards

3D Modeling Hard Surface Runner-Up [Spring Show](#) (2024)

Salon Award [Student Art League](#) (2019)

Award for Excellence [Margaret Arth](#) (2019)

Purchase Award [Academic Affairs](#) (2019)

### Projects

3D Model/Look Dev [Checkmate](#) Interior Prop Scene (2023-24)

- Gathered references for all props and edited with Photoshop, base meshes constructed through subD mode in Maya.
- UV mapping completed in Maya. Textures created in Substance Painter with corresponding shaders assigned in Maya.
- Final presentation, lighting and rendering through Maya.

3D Model/Look Dev [Other Mother](#) Character Model (2024)

- Base forms and subtools blocked out in Maya, optimized mesh for low polycount with clean topology.
- High poly detailing completed in ZBrush, UV mapping and polypaint texturing established in Zbrush, displacement maps extracted for high-res detail and finalized sculpt exported to Maya for shaders, lighting, rendering, and final presentation.

### Additional Experience

3D Prop Modeler [Aviary Productions](#) (2024-25)

Head Teller [SouthState Bank](#) (2022-Present)

Financial Center Teller [Independent Financial](#) (2021-22)