

Lindsay Belkin

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About me

3D artist located in NYC. Previous experience working on VR games, NFTs, trailers, and more. Organized, reliable, and a positive personality.

Education

Pratt Institute, Brooklyn NY

BFA Digital Arts, 3D Animation 2020

Animschool

Environment Modeling, Fall 2020

Intermediate zbrush modeling, Summer 2020

Intro to Rigging, Summer 2018

Skills

Maya	Unreal Engine 5
Zbrush	Photoshop
Substance Painter	Illustrator
Substance Designer	Premier Pro
Nuke	Houdini
Marvelous designer	Procreate

Languages

English, Chinese

Honors and awards

Adaptive toy design showcase- Spring 2019

Foundation Drawing Showcase- Spring 2017

Pratt Presidents List- Fall 2016-Spring 2020

Interests and Activities

WIA member Spring 2020- Present

Experience

Smoke and Mirrors Collective, City of Sand, Remote

August 2022- Present

Contract Lead 3D Artist

Create optimized 3D assets for a VR experience

Textured 3D Assets in substance painter

Research tools and pipelines to be implemented into unity

Parallax, Remote,

July 2022- Present

Contract 3D Modeler

Create 3D previz assets for a metaverse platform in preproduction

Texture assets in substance painter

DEFIENT, Remote,

May 2021- June 2022

Lead 3D Artist

Lead a team of 3D Artists and freelancers

Created timelines and managed deadlines for projects

Being the 3D team representative in client meetings

Meet with prospective clients for metaverse project

Created 3D Assets for Web 3, Metaverse, and NFT Projects

Textured 3D assets using substance painter

Parallax, Remote,

November 2020- April 2021

Contract 3D Modeler and Animator

Created optimized 3D assets for an AR mobile game

Modeled according to references provided by the client

Textured 3D assets using substance painter in a hand painted style that matched previously made assets

One River School, Westport, Connecticut

July 2020- June 2021

Digital Art and Manga Teacher

Responsible for teaching a variety of classes including, Digital Art, Manga, and Cartooning for kids and teens

One Chance Media, Remote,

May 2020- December 2020

Freelance 3D Artist

Created branded instagram filters for virtual events using sparkAR