Lorraine Bett

(985)237-8614
www.lorrainebett.com
Lorraine.Bett@gmail.com

- Modeling, sculpting, 3D printing, and clothing simulation/design experience
- Experience creating models based on photo-reference and detailed concept art or schematics
- Designs outfits and other clothing accessories for characters and environments
- Experience managing other team members of the same skill set and delegating tasks
- Can create assets that are both original & accurate to references, sizing & manufacturing constraints
- Can assemble and troubleshoot an FDM 3D printer and items to be 3D printed in multiple programs
- 5 years experience touching up photogrammetry character and prop models for the VFX pipeline

Education

University of Texas at Dallas, Class of 2016   B.A. Arts and Technology, minor in Computer Science
GPA: 3.8/4.0

Skills

Modeling
Sculpting
Texturing
Photogrammetry
UV Unwrapping
Cloth Simulation
Clothing Design
3d Printing
Pipeline Management

Software

Maya
Zbrush
Blender
Substance Painter
RealityCapture
Marvelous Designer
Photoshop
Simplify 3D
Mudbox
Unity
Unreal

Work History

POST-PROCESSING TECHNICIAN, THE SCAN TRUCK
MARCH 2023– PRESENT
Building, modeling, sculpting, editing, and retopologizing 3d scan data for use in visual effects, sculpting in Zbrush to generate high resolution meshes. Creating textures using Photoshop and Substance Painter.

3D ARTIST, INTERACTIVE LIFE FORMS LLC (FLESHLIGHT)
SEPTEMBER 2021 – DECEMBER 2022
Modeling and sculpting assets, sculpting of essential parts for manufacturing purposes with an eye for anatomical accuracy and form.

CG TECHNICAL ARTIST, CAPTURED DIMENSIONS
DECEMBER 2013, JUNE 2015, JULY 2019 – SEPTEMBER 2021
Modeling and sculpting assets, re-sculpting of essential parts for manufacturing purposes and VFX purposes with an eye for anatomy, layout of assets, texturing, adjustment on assets, scanning objects, and rendering for promotional purposes.
Projects included: Lovecraft Country, Don't Look Up, Thunderforce & others

3D GENERALIST, THE HALSEY GROUP LLC
MAY 2019 - JULY 2019
Modeling and sculpting characters and environments for Virtual Reality, creating beauty-pass renders of assets used both in the pipeline and for promotional purposes, layout of assets, texturing and lighting assets for promotional purposes, managing motion capture and rigging for characters, creating 2D graphics for VR, and creating shader networks to be used in VR.

CG ARTIST & PRODUCTION ASSISTANT, GROOVE JONES
JULY 2018 - FEBRUARY 2019
Creates and manages assets and cloth simulation, adjusts character animation deformations for clothing simulation, designs outfits and other clothing accessories for characters, supervises other team members of the same skillset, delegates tasks, and steps into the production pipeline where necessary.

PRODUCTION ASSISTANT, CYANIDE & HAPPINESS
AUGUST 2016 - APRIL 2018
Helps the project manager and the rest of the office with daily tasks pertaining to the production of the show, schedules meetings, records VO sessions, sets up scenes and characters for shots within the project, organizes parts of the pipeline, creates ticket items, and works on projects such as C&H shorts, The Cyanide & Happiness Show, and others.

Professional Achievements

"Roadtrip 2030: The Future of Mobility Virtual Reality Experience | Covestro"
DECEMBER 2018
CG Artist, Production Manager
Created and managed assets and cloth simulation, reorganized the character development pipeline, adjusted character animation deformations for clothing simulation, simplified meshes, designed all outfits and other clothing accessories for characters, laid out outdoor environments, and occasionally performed for motion capture purposes.

"Mastercard Putt Around the World MR Experience"
OCTOBER 2018
CG Artist, Production Assistant
Supervised early brainstorming sessions, created concepts for levels, recreated clean topology on models, simplified meshes, UV unwrapped assets, quality tested levels and equipment, and stepped into the production pipeline where necessary.