

Based in Los Angeles, California
rebeccaluna753@gmail.com

Rebecca Luna

3D Character Artist: [ArtStation](#) - [Linked In](#)

Empathetic, whimsical, and skilled 3D character artist with a passion for bringing characters to life in games. Seeking to utilize my expertise in character modeling and texturing to create compelling and memorable 3D characters for immersive experiences.

Experience

Freelance Artist - Illustrations/3D Modeling

November 2015 - Current

- Oversaw all aspects of the online store's operations, including creating products, inventory management, pricing strategy, and fulfillment processes, to maximize profitability and customer satisfaction.
- Created original artworks to enhance the storytelling and emotional impact of the music and Vtuber Debut videos.
- Created 3D assets for use in streaming environments and VR, including characters and interactive elements, to enrich the viewer experience and add depth to clients' live streams or casual experiences.

Ether - Game Project

October 2023 - January 2024

- Contributed to the early stages of creating 3D characters before passing it on to coworkers for finalization

Wax Heart - Steam Game Project - 3D Modeler

January 2023 - June 2023

- Designed and modeled environment props for the first level of Wax Heart, including barrels and crates to populate game environments

Side Hustle - Game Project -Illustrator

March 2023 - June 2023

- Illustrating The Main Casts talking Avatars and Bar Drink menu
- Illustrated Talking sprites for the main cast of characters in a 1920 inspired graphic style that fit the game. As well as Illustrating the Drinks seen at the Bar of the game

Apothecary Hike - Game Level Group project

January 2021 - June 2021 - 3D modeler and Texture Painter

- Modeled and hand painted 3D collectable as well as created environmental props to enrich the cozy vibe of the level

Iconic House - Game Project 2021

- Collaborated closely with creative directors and designers to translate character descriptions and narrative themes into compelling visual concepts for the child, teen, and adult versions of the main cast.
- Ideating visuals to explore and develop the overall atmosphere of the game

Additional Work Experience

Marshalls- Store Associate

August 2021- August 2022 - womens department/cashier

- Maintained a clean, organized, and visually appealing retail environment. While also providing personalized assistance to customers in the women's department, offering product recommendations, finding specific garments, and assistance with outfit selection to meet their individual needs and preferences.

Education:

Laguna College of Art and Design - Game Art

August 2020 - May 2024 - Laguna CA- President's List

Citrus College - Associate's in Studio Arts

Glendora CA - Dean's List

Skills:

Experienced in 3ds Max, Maya, ZBrush, Marvelous Designer

Substance Painter, 3D Coat, Marmoset Toolbox, and Unity

Photoshop and Procreate. As well as Gmail, GitHub, and Google Docs.