

SARA ZOLNIERCZYK

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WEBSITES, PORTFOLIOS, PROFILES

- sarazol.com
- linkedin.com/in/sarazol
- youtube.com/@sarazol

PROFESSIONAL SUMMARY

As a seasoned 3D Artist in the gaming industry for over 2 years, Sara's expertise revolves around exceptional 3D modeling and texturing especially with characters. Sara specializes in creating top-tier assets using industry-standard software like 3Ds Max, Substance Painter, and Unity Engine, ensuring visually stunning and optimized creations. Beyond technical proficiency, Sara's strengths lie in problem-solving, teamwork, and adaptability, fostering seamless collaborations and thriving in dynamic creative environments.

SKILLS

- Excellent multi-tasker who can work within tight deadlines.
- Highly organized, self-motivated, and great time-management skills.
- Ability to work independently and in teams, maintaining good focus on goals.
- Ability to obtain and apply constructive criticism.
- Excellent File Management.
- Quick learner.
- Proficient in industry-standard software such as Adobe Photoshop, Illustrator, Substance Painter, Substance Designer, Procreate, 3Ds Max, Maya, ZBrush, and Unity Engine.
- 3D texturing.
- Prop & Environment design.
- Post-production.
- User Interface Design.
- Digital drawing.
- University experience with rigging and animation.
- Excellent spoken and written communication skills.
- Ability to adapt and thrive in changing environments.
- Ability to create and maintain a consistent art style.
- Excellent problem-solving skills.
- Exemplary Work Ethic.
- Quality Assurance.
- 3D modeling.
- Set dressing.
- Lighting.
- Concept art and design.
- Traditional painting and drawing.
- Graphic Design.

WORK HISTORY

3D MODELER AND TEXTURE ARTIST 05/2021 to 08/2022
Moonray, Remote Position

- Gathered photo references to use as guidelines and textures for models, especially characters.
- Used Adobe Photoshop and Adobe Substance Designer to create realistic textures for graphics and 3D animations.
- Used Photoshop, Procreate, and Illustrator to produce page graphics, logos, and concept art for use on 3D building and object models.
- Worked with hand-painted textures and strong stylizations to create and sculpt 3D models of characters and props.
- Communicated and worked closely with art, programming, animation, and modeling teams to brainstorm ideas on artistic vision.
- Created concept art/mockups for assets, player class suits, buildings, objects/props, and environmental assets
- Produced tileable procedural textures for use in Unity Engine.
- Excelled at 3D Modelling, Texturing, Polygonal Modelling, and UV unwrapping assets such as hard-surface and organic environmental props, buildings, enemy skins, character clothing, accessories, and weapons.
- Cooperated closely with other artists to obtain feedback and produce perfect results.
- Helped create lifelike characters with appropriate textures, shadows, and features.
- Demonstrated respect, friendliness, and willingness to help wherever needed.

LEAD 2D AND 3D ARTIST (CAPSTONE PROJECT) 07/2021 to 03/2022

Niagara College, Niagara College

- In charge of defining, maintaining, and directing the overall visual style and feel of the *BeatBuster* project.
- Directed and mentored a team of 4 artists, monitoring and approving work to ensure a high standard of 2D and 3D assets.
- Regularly reported to the project's Creative Director, implementing their vision and ideas into the art of the project.
- Provided critical feedback, and maintained consistent aesthetic and technical quality across all areas of development.
- Planning production, establishing deadlines, and conducting weekly meetings with the team.
- Collaborated with programmers throughout the production pipeline.
- Researched references and resources to achieve the desired aesthetic of the project.
- Created concept art for environments, characters, enemies, weapons, props, and user interface.
- 3D modeled, textured character, enemy, and environmental models, developed materials, created UI elements and created 2D art.
- Set-dressed all main gameplay areas for the world.
- Managed post-production, including adding lighting, shading, and visual effects.

DESIGN CHALLENGE (INDEPENDENT CONTRACT) 03/2021 to 03/2021

GamePill, Remote Position

- Brainstormed different ideas and images for new gaming concept.
- Created a Google document and slideshow detailing a design concept.

3D MODELER AND TEXTURE ARTIST (INTERNSHIP) 09/2020 to 02/2021

PixelNAUTS, Remote Position

- Developed ideas for character-customizable accessories.
- Created numerous assets for character-customizable accessories.
- Communicated ideas quickly, effectively, and collaboratively in a team environment.
- Self-motivated learner, with a strong sense of personal responsibility.
- Proven ability to learn quickly and adapt to new situations, such as a new 3D art style.

- Worked well in a team setting, taking constructive criticism from supervising artists and polishing models and textures to achieve desired results.
- Managed time efficiently in order to complete all tasks within deadlines.
- Play-tested Rocket Rumble to fully immerse myself in a player experience.

CERTIFICATIONS

Certificate: Intro To Maya by David Mooy, **2020**
Computer Graphics Master Academy - www.cgmasteracademy.com

EDUCATION

Bachelor of Arts : Game And Interactive Design, **06/2022**
Brock University - St. Catharines, ON

Advanced Diploma : Game Design And Development, **06/2022**
Niagara College - Welland, ON

ACCOMPLISHMENTS

- Worked on the shipped title *Rocket Rumble* by PixelNAUTS studio.
- Achieved 2nd place in the 2022 Skills Ontario. competition in the Digital Game Art discipline.
- *Board Heroes* - Capstone Project.
- *BeatBuster* - Capstone Project.
- Graduation with First Class Standing.
- Honor Roll (2022, 2021, 2020, 2019).
- Member of the Golden Key International Honor Society.

LANGUAGES

English

Native or Bilingual

Polish

Professional Working