

# SARA ZOLNIERCZYK

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## WEBSITES, PORTFOLIOS, PROFILES

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

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## PROFESSIONAL SUMMARY

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

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## SKILLS

- Proficient in industry-standard software such as Adobe Photoshop, Illustrator, Substance Painter, Procreate, 3Ds Max, Maya, Zbrush, Unreal Engine, and Unity Engine.
- 3D modelling.
- 3D texturing.
- Set dressing.
- Prop & Environment design.
- Lighting.
- Concept art and design.
- User Interface design.
- Traditional painting and drawing.
- Digital drawing.
- Graphic Design.
- University experience with rigging and animation.
- Excellent ability to multitask.
- Excellent spoken and written communication skills.
- Highly organized, self-motivated, and great time-management skills.
- Ability to work both independently and in teams, maintaining good focus on goals.
- Ability to obtain and apply constructive criticism.
- Excellent problem-solving skills.
- Excellent File Management.
- Exemplary Work Ethic.
- Quick learner.
- Quality Assurance.

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## 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 the art, programming, animation, and modelling 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, Polyognal 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.

### **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 learning, 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.
- Playtested Rocket Rumble to fully immerse myself in a player experience.

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## **CERTIFICATIONS**

Certificate: Intro To Maya by David Mooy, **2020**

**Computer Graphics Master Academy** - [www.cgmasteracademy.com](http://www.cgmasteracademy.com)

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## **EDUCATION**

Ontario College Graduate Certificate : Game Art & Animation, **09/2025**

**Seneca Polytechnic** - Toronto, ON

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

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## **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.

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## LANGUAGES

English

Native or Bilingual

Polish

Professional Working