

Brittli Reidelberger

Atlanta, GA

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SOFTWARE

- Autodesk 3DS Max
- Unreal Engine
- V-Ray
- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Adobe Premiere Pro
- Shotgrid & Jira
- Chaos Vantage
- Rhino

EXPERIENCE

Trick 3D: Atlanta, GA — Senior 3D Artist

JULY 2023 - PRESENT

- Designed and developed 3D assets, including environments, props, and effects, by utilizing reference and inspirational art to ensure a cohesive visual style and adhere to high-quality standards.
- Integrated AutoCAD and Revit models into design and visualization software such as 3ds Max, Unreal, and Unity, and incorporated 3D assets into game engines and film pipelines, collaborating closely with developers and directors to streamline workflows and ensure smooth implementation and performance across platforms.
- Led high-quality renderings with a focus on designing and adjusting lighting to enhance scene aesthetics. Optimized scenes for both real-time and pre-rendered outputs, ensuring top visual quality and performance.
- Efficiently juggled multiple projects simultaneously, prioritizing tasks and managing time effectively to meet tight deadlines and deliver high-quality results.
- Contributed to brainstorming sessions and provided creative input to enhance visual storytelling and align with the studio's artistic vision.

SKILLS

- Lighting
- 3D Modeling
- PBR Workflow
- UV Mapping
- Rendering
- Rigging
- 3D Animation
- 3D Printing
- Motion Capture

Wayfair: Boston, MA — 3D Artist

SEPTEMBER 2019 - JULY 2023

- Operated efficiently in a fast-paced environment to uphold photorealistic lighting standards for diverse scenes, ensuring a cohesive visual style while adapting to evolving brand standards and continuous changes.
- Maintain material creation workflows and material building techniques to meet business expectations and continually push the bar on realism.
- Tasked with onboarding and training coworkers on current workflows and imagery standards. Along with critiquing imagery with a focus on photorealism.
- Pilot new software implementation while exploring workflow changes to improve speed and quality.
- Collaborate with various departments to quickly output high-quality images that are accurate to the product and client's needs.

EDUCATION

Savannah College of Art & Design, Atlanta, GA

DECEMBER 2015 - MAY 2019

- Bachelor of Fine Arts in Animation