

# Giselle Monize

## Environment Artist

Designed environments for Game Jams, Showcases & Competitions.

Collaborated with the team to deliver a completed stylized game. Modeled environments & assets using provided concepts and feedback. Optimized & implemented assets according to engine and visual style requirements.

### EXPERIENCE

**Centennial College | UofT, Toronto, ON**

***Environment Asset Artist Co-op Internship***

September 2023 - April 2024

- Modeled stylized 3D Environment Assets using provided concepts.
- Optimized assets based on Art Director feedback & Engine Requirements.
- Worked with the team to create an enjoyable player experience.
- Improved models using play- test feedback.

**Centennial College | UofT, Toronto, ON**

***Texture Artist Co-op Internship***

September 9th 2023 - Sept 15th 2023

- Design of blockout, environment assets and basic vegetation
- 3D model of player character
- Angler fish enemy NPC
- Repair of broken assets

### Achievements

**Skippy the Swimmer | Toronto Level Up Competition**

- Honorable Mention- Best Art Direction Toronto Level Up Showcase Competition

**Skippy the Swimmer | CNE Gaming Garage**

- Convention Attendees had a chance to play and enjoy the final build of the game

Toronto, ON  
monizegiselle@outlook.com  
[Portfolio Website](#)  
[LinkedIn](#)

### SKILLS

Unreal Engine 5, Maya, Zbrush,  
Painter, Designer, Marmoset  
Toolbag, Photoshop,

Modeling (Organic/Hard-Surface)  
Sculpting, Texturing, UV's,  
HandPainting, Optimization,  
Retopology, Stylization,  
Implementation, Collaboration,  
Consistency, Feedback

### EDUCATION

**Centennial College**

***Game Art Diploma***

June 2024

Toronto, ON

### LANGUAGE

English

Portuguese (BR)

