

# STEFANI KLEIN

SENIOR 3D ARTIST

## CONTACT

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## SKILLS

- Ability to execute a broad range of CG tasks including modeling, texturing, look development and lighting.
- Strong sense of composition, lighting, and color
- Strong technical and troubleshooting skill/ability to learn quickly
- Great communication, highly motivated, strong time management skills

## TECHNICAL QUALIFICATIONS

- Photoshop
- Maya
- Vray
- Zbrush
- Nuke
- Mari
- Substance Painter
- Arnold
- Blender
- RenderMan
- Leonardo ai
- Unity

## COURSES

**CG Master Academy**  
Character Texturing for Games



## WORK EXPERIENCE

### Electronic Arts Inc.

2022 - PRESENT

Senior 3D Art Lead

- Create 3D renders and levels for the number one interior design mobile game Design Home
- Support art directors by directing, reviewing, and approving art for our external and internal teams
- Create documentation, aid in training, help onboard new hires and outsource teams
- Fix technical issues the team faces on a daily basis
- Work closely with art directors and brands such as West Elm to ensure renders meet their expectations
- Work with engineers on new tools and features

### Glu Mobile - Electronic Arts Inc.

APRIL 2021 - SEPT 2022

Senior 3D Artist

- Model, texture, and light interior spaces. Create photorealistic pre-rendered backgrounds in Vray
- Use Unity game engine for furniture layout and lighting
- Conceptualize and design finishes for high-style, luxury spaces

### Glu Mobile - Crowdstar

SEPT 2019 - APRIL 2021

3D Artist

### Glu Mobile - Crowdstar

SEPT 2017 - SEPT 2019

Associate 3D Artist

### Outward Inc.

APRIL 2017 - JULY 2017

3D lighting intern

- Lit, shaded, and rendered over 200 assets for clients including Pottery Barn and La-Z-Boy

### URUKS

APRIL 2016 - SEPT 2017

Freelance Compositor

- Cleaned up trackers and made clean plates for live action shots for a commercial



## EDUCATION

### Bachelor's of Applied Science, Animation and Visual Effects

SAE Expression College - Emeryville, CA

- Studied traditional 2D art and 3D art pipeline
- Courses included rigging, animation, shading, lighting, dynamics, modeling, and compositing