Elizabeth Nu

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3D Design & Virtual Production Artist

3D Modeling & Texture Artist | 3D Animation | Virtual Production

With a penchant for visual storytelling and interaction, blending technical skill and creative vision, capable of crafting detailed 3D assets for dynamic game worlds. Storyboarding, and motion graphics are all part of my continuously evolving skillset. Experienced with tools and environments in 3D game production and Virtual Production.

EDUCATION

Ohlone College - Fremont, Ca
Certificate – 3d Animation and 3d Modeling, 2025
San Jose State University - San Jose, Ca
Bachelors in Art – Emphasis in Computers in Art, 1997

WORK EXPERIENCE

3d Modeler/3d Texture Artist Intern - MOVRS AI, San Mateo, Ca   9/2024 - 5/2025
Created 3D Character and 3D assets for MOVRS-Roblox 3d environment

- Researched gymnastics events collecting photo reference for modeling/texturing process.
- Created stylized and realistic 3d assets and textures such as clothing, stage rigging, equipment.
- 3d modeled and textured gymnast character to be used in Roblox Olympic Arena

Ohlone Virtual Production Intern - RVPA, Fremont, Ca   9/2024 - 05/2025
Aided in the set up of Ohlone's new virtual production stage creating the school's 1st virtual production pipeline.

- Storyboarding and scene blocking for pre-vis of Unreal Engine sequence.
- Modeled and textured 3d environments to be used with Unreal Engine and virtual production.
- Collaborated on syncing up Vive Mars camera tracking to Unreal Engine plus set up scenes for video shoot with various live props plus actors.
- Created live composite with actor/sets on green screen and Unreal Engine using Composure and OBS
- Documented production pipeline and created studio template for future students

Beth Nu Independent Multimedia Artist/Contractor - Fremont, Ca   1/1999 - 1/2023
Created unique works of art on commission for clients:

- 3d printed sculpture, acrylic painting, pastel, graphic design and layout for various music artists.
- Coordinated with BEA Systems to implement interactive training videos using proprietary software

RELEVANT EXPERIENCE Volunteer

- **Ohlone Game Dev. Club**: Project: "Tree House"   8/2017 - 12/2017
  Collaboratively created game idea and design with team of students.
  Created concept drawings for characters and game assets.
- **Game Design Jam:** SVC College
  Collaborated with students to design a RPG shooter under production timeline and budget
  constraints and presented an elevator pitch to acquire investors.

SELECTED ACHIEVEMENTS

- 2019 Awarded "1st place 3D Model" Ohlone's Annual Multimedia Festival
- 2017 Awarded "1st place Animation" and "2nd place best 3d Model" Ohlone's Annual Multimedia Festival

TECHNICAL SKILLS

- 3d Game asset design, 3d modeling, UV mapping, retopology, 3d texturing, animation, rigging
- Storyboard, animatics, motion graphics, video production and editing including basic audio recording and mixing
- Software: Autodesk Maya, UnReal Engine, Substance Painter, Adobe Premiere Pro, ZBrush, Photoshop, After Effects, Arnold Renderer