



# Eudelia Pohle

## 3D Texture Artist

I am a 3D Texture Artist with over three years of experience. I have worked on a variety of projects, from video games to commercials. I have a strong eye for detail and my skills in Photoshop and Maya are top-notch. I am also proficient in ZBrush and Substance Painter. In addition to my technical skills, I am also very creative and always come up with new ideas that push the envelope.

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### Education

#### Associate of Arts in 3D Animation at Georgia State University

Sep 2014 - May 2019

Some skills I've learned are 3D modeling, texturing, lighting, and rendering.

### Links

[linkedin.com/in/eudeliapohle](https://www.linkedin.com/in/eudeliapohle)

### Skills

3D modeling

Texturing

UV mapping

3D animation

Lighting and rendering

Compositing

### Languages

English

Spanish

### Employment History

#### 3D Texture Artist at Blue Sky Studios, GA

May 2022 - Present

- Successfully created 100 3D textures for use in video games.
- Worked with a team of 5 other artists to create 200 3d textures over the course of 2 months.
- Created 50 high-quality 3D textures within 1 month.
- Managed a team of 10 other artists to create 500 3d textures over the course of 6 months.
- Successfully completed 1000+ orders for customers.

#### 3D Texture Artist II at Pixar Animation Studios, GA

Jul 2019 - Apr 2022

- Successfully created 3D textures for 50+ characters in AAA title.
- Worked with art lead to ensure all textures adhered to style guide.
- Met or exceeded deadlines on 95% of assigned tasks.
- Mentored 1 junior artist, helping them improve their skillset.
- Won 'Best Texture Artist' award at company-wide game jam.

### Certificates

#### 3D Texture Artist Certification

Oct 2020

#### 3D Modeling and Animation Certification

Apr 2019

### Memberships

American Institute of Graphic Arts (AIGA)

National Association of Photoshop Professionals (NAPP)