



Willa Liberi

3D Environment/Asset Artist

240-419-0737

www.willaliberi.com/

www.linkedin.com/in/willaliberi/

willaliberi@gmail.com

Software

Main-Maya/Zbrush/Substance/SpeedTree/
Houdini/Marmoset/Procreate/Adobe/Topo-
Gun/Nuke/Shotgun/ReviewTool/SyncSketch/
Photoshop
Novice-Unreal/Katana/Blender/Marmoset

Skills

3D Modeling Hard Surface & Organic
Models/Texturing/Digital Sculpting/Scattering/
Set Dressing/Research/Project Development/
Interpersonal Skills/Presentation &
Pitching/3D Animating/Layout/Collaboration/
UV Mapping/Traditional Art

Operating Systems

Linux/Windows

Education

May 2020

Bachelor of Fine Arts

Savannah College of Art and Design

Degree: Animation Focus: ENV/Assets

Relevant Courses of Study

Environment & Prop Modeling/3D Produc-
tion/Creature & Character Zbrush Sculpting/
Character Animation/ Traditional Art courses

Continuation of skill growth through mentor-
ships, classes, and other learning opportunities

Contact

Email

willaliberi@gmail.com

Website/Demo Reel/Portfolio

<http://www.willaliberi.com/>

Phone Number

240-419-0737

LinkedIn/Recommendations

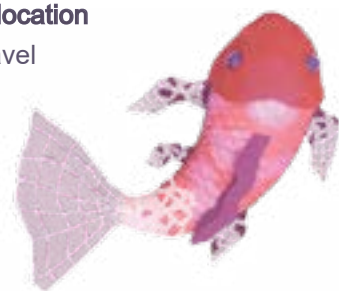
<http://www.linkedin.com/in/willaliberi/>

IMBD

[Willa Frances Liberi](#)

Open To Relocation

Open To Travel



Experience

International Creative Exchange Program (ICEP)-South Korea

-Scholarship Recipient - 1 Month intensive workshop in
South Korea in person

-Work will show at CTN 2025

2025

Mentor: Mike Nguyen
(Best Known for Walt Disney, Warner Bros,
and DreamWorks)

Unannounced Animated Short

-Worked on a tight knit team to create stylized environments & hero props

2024-2025

Women In Animation-Mentorship-Environment Artist

2024-2025

"Confidence and Presentation Skills Workshop"

WIA Mentor: Philippe Denis

(Creative Director DNEG Animation/X DreamWorks VFX Sup)

-Honed in on skills across multiple programs

-Enhance presentation abilities/technical skills

Nuzyra-Environment Artist

2022-2023

• Nuzyra Deer-Commercial-Freelance

• Unannounced Project-Freelance

-Fulfilled clients needs for projects & acquired new software skills

-Create/layout foliage, ground, & road using SpeedTree, Maya, Substance

MPC-Environment Artist

2022-2023

• Ant-Man and The Wasp Quantumania-Feature Film-Marvel-

• ATLAS-Feature Film-Netflix-

-Collaborated closely with leads/supervisor in fast pace productions utilizing a complex
pipeline efficiently

-Modeled & textured detailed environments for feature films & set dressed foliage

-Meticulously worked on complex aspects-sculpted in Zbrush & worked with 3D scans

-Worked with shaders and asset cleanup

Mr. X-Asset Artist

2022

• BATGIRL-Feature Film-Unreleased-DC-

• Landscape with Invisible Hand-Feature Film-MGM-

-Presented progress/final to Asset lead, Environment & CG supervisors

-Utilized variety of software to achieve desired outcome, collaborated with multiple

departments, adding hand-painted textures, Set dressed, scattering foliage in Houdini

Hexfork-3D Intern

2023

-Worked on stylized 3D environments/props

-Utilize my gathered references to create concepts for assets to pitch and model

Texnicolor Creative Studios-Environment/DMP Program

2022

-Successfully followed design packets with detailed requirements & worked on
realistic 3D models/textures that can be implemented seamlessly into the scene

-Utilizing Photoshop and projections in Maya to create Digital Matt Painting in 3d space

Reworld 3D Artist Full Time ← Internship+Extension

2021

• 3D Artist-Reworlds Open World Game-3D Artist

-Worked on stylized 3D environments/props & successfully trained incoming artists

-Concepts/layout for functional assets and animated character cycles for game

• Don't Fall-CG Game-Internship

2021

-Modeler/texture artist for stylized props & pitched style/themes

-Actively worked on layout of levels/environments for functional game

Women In Animation-Mentorship-Environment Artist

2021

"Surviving and Thriving in the Animation World"

WIA Mentor: Pramita Mukherjee
(DreamWorks CFX Developer)

• Playground-Animated Short

-Concept/Layout/model/texture environment

-Model & textured 3D character from character design

Please ask for additional work experience if needed