



Isabella McMillan

Environment Modeler

Skills:

Modeling
MASH
nCloth

Texturing

Lighting

Rendering
Legacy Render
Layers
Arnold

Rotoscoping

Software:

Maya
Blender
Substance Painter
Adobe Suite

Education:

Bachelor of Fine Arts - Animation May 2022

Minor - Creative Writing

Savannah College of Art and Design Savannah, GA

Courses of Study Included: Life Drawing, Art History, Interactive Game Design, 2D and 3D Graphics

Work Experience:

SCAD Residence Life and Housing August 2019 - May 2022

Resident Assistant

Created a welcoming environment for students to enjoy as they adapted to living away from home.

Organized and collaborated with other school departments to create community programs for residents to enjoy.

Magic Bullet Media March 2018 - May 2020

Personal Assistant

Worked on productions for different in-house company promotional videos.

Collaborative Projects:

SCAD Studios: How Book November 2021 - May 2022

Environment Modeler

How Book is an episodic production created to teach children about food production, from farm to table.

Built environments for episode one and four sets, set dressing scene with models. Set up tree leaf network using MASH

Legend of Pipi September 2021 - May 2022

Modeler

2D/3D hybrid student film

Utilized Blender for opening sequence as well as Cat Horse character model

The Wizard, the Witch, and the Pickle Jar Spring 2022

Character Modeler

2D/3D hybrid student film

Modded stylized character Taurus, the wizard.

Stretch Winter 2022

Modeler

2D/3D hybrid student film

Modded Japanese style houses and food stalls

Contact

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