COLLEEN TULOWITZKI
JUNIOR ENVIRONMENT ARTIST

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PROFESSIONAL SUMMARY

Highly qualified Junior Environment Artist with years of proven success in creating high-quality content. Expertise in visual communication, 3D modeling and illustration. Detailed oriented communicator who thrives in a team atmosphere. Strong project management skills, as well as the ability to take ideas and concepts from inception to fruition. Seeking to contribute my talents to a dynamic work environment.

TECHNICAL SKILLS & CORE COMPETENCIES

Microsoft Office Suite	Word, Excel, PowerPoint, Outlook
Software	Maya, Substance Painter, Zbrush, Photoshop, Indesign, Illustrator, Unity, Unreal
Google Applications	Gmail, Sheet, Doc, Drive
Virtual Meeting Software:	MS Teams, Zoom, Trello, and other electronic information systems.
Core Competencies:	Graphic Design, Illustration, 3D Modeling, Creativity, Verbal & Written Communication, Teamwork, Training and Development, Leadership Skills, Time Management, Detailed Oriented

PROFESSIONAL EXPERIENCE

3D Environment Artist Intern | Immersed Games, Buffalo, NY
June 2023 – Current

Responsibilities and Key Achievements:
- Design, model, and produce UV maps for various 3D props and scenes.
- Research, organize and prepare information to achieve project goals in cohesion with stylistic parameters
- Create 3D Modular sets to build environments in Unreal Engine.

QA & 3D Generalist | MOD Tech Labs, Buffalo, NY
Feb 2023 – May 2023

Responsibilities and Key Achievements:
- Design and create 3D environments to test machine learning software.
- Test and document bug reports related to UI and in development software functions.

Art Director & Artist | Break Time The Game (Remote)
June 2022 – Aug 2022

Responsibilities and Key Achievements:
- Worked with a team to develop and launch Break Time - The Game on IOS devices within a 1 month deadline.
- Concepted, and implemented a cohesive yet feasible 2D art style in accordance with project deadlines.
- Created all assets, animations, and UI artwork while placing them into Unity.
- Work on environment layout and prop placement in collaboration with the level designer.

Graphic Design and Marketing Intern | Dynabrade, Clarence, NY
Aug 2018 – Feb 2023

Responsibilities and Key Achievements:
- Designing marketing materials such as flyers, banners, web adverts, and labels is part of the job description.
- Served as a crucial component of the design, maintenance, and management of marketing collateral.
- Creating product support documents, such as manuals, parts pages, safety data sheets, labeling, and other materials.
- Contributing to the overall success of the company by completing various ad hoc graphics-related assignments as required.

EDUCATION AND CERTIFICATION

BFA in Animation (3.95 CGPA) | Villa Maria College, Buffalo, NY
May 2020

VMC Dean's List All Semesters
VMC Honors Scholarship Recipient
VMC Faculty Senate/Administrative Affairs Council Scholarship Recipient
VMC Senior Thesis Special Achievement Award Strongest Design