

addison bacheller

3D Environment Artist

Artstation.com/lazulie •

(313) 805-0609 •

abacheller170@gmail.com •

Detroit, MI 48101 •

EDUCATION

BFA, Entertainment Arts: Game Design

College for Creative Studies
Sep 2023- Exp May 2027

Lead environment artist •
for student game project:
Driving me Bananas

SOFTWARE

- Autodesk Maya •
- ZBrush •
- Substance 3D Painter •
- Substance 3D Designer •
- 3D Coat •
- Unreal Engine •
- Marmoset Toolbag •
- Photoshop •
- Illustrator •
- After Effects •
- Clip Studio Paint •
- Miro •
- GitHub •
- Fork •

EXPERIENCE

Game Art Teacher's Assistant

Sep 2025-Present

- Assist students with software such as Maya, ZBrush, Substance Painter, & Unreal Engine.
- Provide constructive feedback on student assignments and project progress.
- Lectured 2 classes of 15 on Substance Designer.
- Demonstrate core concepts in modeling, UV mapping, & texturing during class sessions.

Game Art Mentorship

May 2025-Sep 2025

- Utilize Clip Studio Paint & Maya to paint & assemble game ready foliage.
- Sculpt, bake, & texture tiling tree and stone materials.
- Create assets from concept to final utilizing a hand-painted workflow.

Angelina's Mexican Restaurant

Waitress & Bartender - Dec 2023-Present

- Maintain efficiency and accuracy in a fast-paced, team-driven setting.
- Communicate effectively to coordinate with kitchen and other staff.
- Balance multitasking, attention to detail, and customer service under pressure.

SKILLS

- 3D Asset Creation & Texturing
- 3D Rendering
- Baking 3D Assets
- Foliage Creation
- Game Optimization
- Worldbuilding and Set Dressing
- Modular Kit Creation
- Trim & Tiling Texture Creation