

LUCY WEBB

3D ENVIRONMENT ARTIST

(312) 882-4220

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artstation.com/lucywebb

SOFTWARE

Maya

ZBrush

Photoshop

Substance Painter

Unreal Engine 5

After Effects

Miro

Toon Boom Suite

Premiere Pro

Blender

Marmoset

Substance Designer

InDesign

EDUCATION

COLLEGE FOR CREATIVE STUDIES

Detroit, Michigan

BFA IN ANIMATION, MINOR IN GAME DESIGN

Sept 2022 - May 2026

- 4 year undergraduate program in which the first three years were focused on 2D and 3D animation, storyboarding, and drawing. The last year was game design focused, with an emphasis on game workflows such as high/low poly modeling, PBR materials and handpainted materials, and sculpting.

Relevant Courses and Projects

GAME ART

Sept 2025 - May 2026

- Creation of stylized 3D models for realtime applications.
- Modeling, UV, texturing, lighting, and animation workflows for asset creation, with consideration for game optimization.
- Worked with a professor to follow the steps and techniques for creating a game-ready asset, and then continued to create my own assets using that workflow.

UNREAL ENGINE INDEPENDENT STUDY

Jan 2026 - May 2026

- Unreal Engine 5 study with the Chair of the Entertainment Arts department, David Gazdowicz.
- Emphasis on materials, lighting, cameras, rendering, environment creation, and foliage painting and creation.
- Exploration of Substance Designer and tiling texture workflow.

"THE PERFECT CAKE" SHORT FILM

Sept 2024 - May 2025

- Director, concept artist, animator, modeler, storyboard artist, colorist, and writer.
- Three minute film that explored the combination of hand-drawn animation with 3D prop animation and modeled backgrounds.

"CITY FOR TWO" (2024)

Jan 2024 - March 2024

- One minute collaborative film that was created over the span of three months.
- Storyboard and animatic artist, layout artist, animator, editor/compositor, sound design, and prop design.
- Broughts of 3D to the 2D animated project through layouts created in Maya, which were sent over to the background artist. These assisted in achieving consistency between shots.
- Ensured that the team would meet their deadlines and goals by dividing tasks and taking on different aspects of the project.

WORK EXPERIENCE

RAPHA

Chicago, Illinois

SALES ASSOCIATE

May 2025 - Sept 2025

- Corresponded with customers to help them find exactly what cycling gear they were looking for, made sales, recieved and unpacked shipment.
- Assisted with running social events and prepping groups for their cycling rides.

FRANCESCA'S

Chicago, Illinois

SALES LEAD

May 2024 - Sept 2024

- Opened and closed the store, kept track of sales and monetary goals, and ensured an inviting shopping experience.

AMERICAN EAGLE OUTFITTERS

Chicago, Illinois

BRAND AMBASSADOR

May 2023 - Feb 2024

- Ensured the satisfaction of customers, sold and promoted products, organized new store and product layouts, and recieved product shipment.
- Worked on creative advertising tasks, such as painting and content creation.