



KATARINA PAYNE 3D ARTIST

📍 Toronto, Ontario



🌐 katarinapayne.com

SKILLS

- Hard-surface modeling
- Environment and prop asset creation
- High-to-low workflows and baking
- UV unwrapping and texel density
 - PBR material authoring
- Modular kits and trim sheets
- Real-time asset optimization

ENGINES

- Unity
- Unreal Engine

SOFTWARE

- 3ds Max
 - Maya
 - ZBrush
- Substance 3D Painter
- Substance 3D Designer
 - Photoshop
- Marmoset Toolbag
 - SolidWorks
 - Mastercam

OBJECTIVE

Junior 3D environment and prop artist experienced in creating optimized, game-ready assets for Unity and Unreal Engine. Skilled in hard-surface modeling, high-to-low workflows, UVs, baking, PBR texturing, trim sheets and engine implementation. Seeking a collaborative junior role where I can contribute to production while deepening my experience within established art direction and professional asset pipelines.

EXPERIENCE

3D Artist - Alpine Entertainment | July 2025 - Present

- Modeled and textured several game-ready assets from blockout through Unity implementation, including characters, props and environment art.
- Created optimized low-poly meshes and UV layouts from high-poly sources, maintaining consistent texel density and clean bakes.
- Authored PBR texture sets in Substance 3D Painter and used trim-sheet workflows where appropriate.
- Collaborated with art, design and programming to resolve integration issues and deliver assets against milestone deadlines.
- Contributed to a playable vertical slice presented at Level Up Showcase.

Store Manager - High Tide Inc | June 2022 - Present

- Built and developed a collaborative, high-performing team through onboarding, training, coaching and ongoing performance feedback.
- Managed daily store operations, including staff scheduling, inventory control, compliance, cash management and sales performance.
- Used KPIs to identify performance gaps, establish team goals and improve operational efficiency.

CNC Machinist - KPT Precision | August 2021 - June 2022

- Interpreted engineering drawings, dimensions, tolerances and machining specifications to produce precise components.
- Created 3D models and CNC toolpaths using SolidWorks and Mastercam.
- Collaborated with production and quality-assurance departments to confirm requirements, resolve discrepancies and ensure completed parts met established specifications.

EDUCATION

Diploma, Video Game Design and Animation | 2024 - 2026

Toronto Film School

Diploma, CNC Programming | 2019 - 2021

George Brown College