KATARINA PAYNE
3D ARTIST

- Toronto, Ontario
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SKILLS

3D ART & TECHNICAL
- Hard-surface modeling
- Material authoring
- Modular environment creation
- High-to-low poly workflows
- UV mapping
- Level dressing and composition

SOFTWARE
- 3Ds Max
- ZBrush
- Substance Painter
- Substance Designer
- Unreal Engine
- Unity
- Photoshop
- Marmoset Toolbag

PRODUCTION & PIPELINE
- SCRUM workflows
- Task delegation (Teams, Trello)
- Cross-discipline communication
- Documentation & pipeline planning

OBJECTIVE

Junior 3D Artist seeking role where I can grow my experience and continue refining my environment art and character modeling skills. I bring strong hard-surface fundamentals supported by a background in CNC and precision modeling, alongside hands-on experience with PBR texturing, modular workflows, and Unreal Engine implementation. I'm looking for a studio where I can contribute polished, game-ready assets while expanding my artistic range and technical craft.

EXPERIENCE

Producer — Crypt Inc. (October 2025 – Present)
- Established art and production pipelines with the Art Director and Creative Director.
- Organized weekly SCRUM meetings, coordinated deliverables, and maintained project scope.
- Ensured communication between designers, modelers, animators, and programmers.
- Supported the art team by reviewing assets, implementing them, and solving workflow blockers.
- Developed the game's initial marketing plan and coordinated early promotional materials.

Environment & Character Artist — Crypt Inc. (July 2025 – Present)
- Created a game-ready character model and environment props using Maya, ZBrush, and Substance Painter.
- Ensured correct texel density, optimized UVs, and created LODs for performance.
- Collaborated with designers to translate gameplay spaces into believable environments.

Concept Lead — Crypt Inc. (July 2025 – Present)
- Reviewed design documentation to determine art needs for environments and props.
- Created or oversaw mood boards, sketches, thumbnails, and paint-overs for the art team.
- Delivered concept packages that translated directly into 3D assets or game spaces.
- Ensured visual consistency and alignment with the project's art direction.

CNC Programmer — KPT Precision (August 2021 – August 2022)
- Produced precise 3D models and machining paths using SolidWorks and Mastercam.
- Interpreted technical drawings with a high degree of spatial accuracy—skills directly applicable to hard-surface modeling.
- Ensured manufacturing precision through toolpath optimization and quality checks.

EDUCATION

Diploma, Video Game Design & Animation
Toronto Film School, 2024–Present

Diploma, CNC Programming & Precision Machining
George Brown College, 2019–2021