

ELIZAVETA GAEVAYA



LOOK DEV · LIGHTING · ENVIRONMENT ART

PROFILE

Los Angeles-based CG Artist with a passion for context-based storytelling through immersion. Adapt at developing fully-realized original characters and environments through highly detailed texturing for both film and games.

CONTACT

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SOFTWARE

3D

Maya
ZBrush
Unreal Engine 5
XGen
Yeti
Gaea
Marvelous Designer
SpeedTree
Houdini

Texturing

Substance Painter
Substance Designer
Mari

Compositing

Nuke
After Effects

Render Engines

V-Ray
Arnold Renderer
Redshift

WORK EXPERIENCE

Associate Environment Artist | Gunfire Games, Austin, TX

March 2024 - March 2025

Darksiders 4

- Leveraged commercial and proprietary software to create high-quality 3D art assets to fulfill the necessities of the project's functional, art, and technical specifications.

Junior Environment Artist | Visual Creatures, Los Angeles, CA

Dec 2023 - Jan 2024

Love, Death + Robots Volume 4

- Developed previsualization lighting with emphasis on mood and story.
- Created and developed hero assets using real-time modeling and texturing techniques.
- Handled multi-project workloads while meeting client deadlines.

Volumetric QC | Metastage, Los Angeles, CA

July 2020 - Sep 2020

- Managed quality control for scanned assets by flagging data for rework.

SVA M.A.R.S Mentor | School of Visual Arts, Manhattan, NY

October 2018 - May 2019

- Mentored students in need of assistance with projects.

SKILLS

Modeling & Sculpting

Proficient in modeling and UVing both hard surface and organic CG assets for film and games. Sculpting high-quality characters, creatures, and assets.

Texturing & Shading

Proficient in prerendered and realtime texturing workflows. Focus on storytelling through texturing with attention to emotional detail.

Lighting

Establishing atmosphere and promoting realism.

Compositing

CG Compositing with Nuke, Photoshop, and After Effects.

Additional Skills

Simple Character Animation, Rigging, and FX.

Languages

English (Native)
Russian (Native)
French (Basic)

EDUCATION

Gnomon School of VFX, Los Angeles, CA 2021 - 2023

Certificate in Digital Production - Modeling and Texturing

School of Visual Arts, New York, NY 2015 - 2019

Bachelor of Fine Arts - Computer Art and Visual Effects

HONORS & AWARDS

The Rookie Awards - Rookie of the Year Finalist | July, 2023

Rookie of the Year | 3D Animation
Career Opportunities | DNEG
Career Opportunities | Ghost VFX
Excellence Award



The Rookie Awards - Rookie of the Year Finalist | July, 2022

Career Opportunities | Ninja Theory
Excellence Award

Gnomon Best of Term Awards

Texture & Shading | Summer 2022
Lighting & Rendering | Spring 2022
Texture & Shading | Winter 2022

The Rookies 2023 Article | November, 2023

Creating a Still-Life Environment with Substance 3D Painter and Rendering with V-Ray.

Voyage LA | October, 2023

Conversations with Elizaveta Gaevaya.

Substance 3D Livestream 2023 - Fall | September, 2023

Personal project featured in the 2023 Fall Substance 3D Livestream.

SVA Alumni Scholarship Award | February, 2019

Recipient of the 2019 SVA Alumni Scholarship Award for Senior Thesis Film *The Lost Bird*.