

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

Autodesk Maya
ZBrush
Adobe Substance Painter
Adobe Substance Designer
Mari
Nuke
Unreal Engine 5
Gaea
Yeti
Houdini
XGen
Marvelous Designer
Adobe Creative Suite
SpeedTree
V-Ray
Arnold Renderer
Redshift

WORK EXPERIENCE

Gunfire Games Associate Environment Artist | March 2024 - Current

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.

Visual Creatures Junior Environment Artist | December 2023 - January 2024

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 for an unannounced Netflix show.

Metastage Volumetric QC | July 2020 - September 2020

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

School of Visual Arts M.A.R.S Mentor | 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*.