

Isabel Rollo

Game & Interactive Designer



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EDUCATION

Texas A&M University

College Station, TX, U.S.A.

August 2021- Present
MFA in Visualization
GPA - 4.0

August 2016 - May 2021
BS in Visualization
Minor in Game Design &
Development
GPA - 3.97

Queensland University of Technology

Brisbane, Australia

Spring 2020
Study Abroad

SKILLS

Software

Unreal Engine / Autodesk Maya /
Autodesk MotionBuilder / Unity /
Substance Painter / Foundry Nuke /
SideFX Houdini / Adobe Photoshop /
After Effects / Premiere Pro / InDesign /
Renderman / Arnold / RealityCapture

Programming Languages

Python / C++ / C#

Motion Capture Systems

Vicon - Shogun Live, Shogun Post /
OptiTrack - Motive

ACHIEVEMENTS

- Granted the Electronic Arts Alumni Award at Viz-a-Gogo 2023
- Speaker in a panel at SideFX Houdini Education HIVE Gamedev Conference - Austin, TX

EXPERIENCE

Graduate Assistant in Research | RELIS Starlab at TAMU

College Station, TX | June 2021 - Present

- Contribute to a research contract called the Distributed Autonomous Robotic Experiments and Simulations at RELIS Starlab - a motion capture stage within Texas A&M University's Department of Mechanical Engineering
- Develop projects combining AR/VR with live motion capture data from full body motion, robots, and props in Unreal Engine and Unity
- Use point cloud data and photogrammetry to create clean and accurate retopologized 3D environments to be used in Unreal Engine and Unity
- Collaborated on several virtual production projects using Unreal Engine - including set dressing, recording and editing full body motion, lighting, and rendering
- Operate a motion capture stage through tasks such as camera calibration, marking subjects and props, and working with Vicon cameras and Shogun Live/Post or with OptiTrack cameras and Motive

Graduate Assistant in Teaching | PVFA at TAMU

College Station, TX | August 2023 - Present

- Supported professors in teaching undergraduate courses with a focus on digital art and design
- Presented various lectures and demos for students
- Guided students in design and animation projects through constructive feedback
- Assisted in course organization and grading of student assignments

MENTORSHIPS

The Ritual | Summer Industry Course - Gaming

Texas A&M University - College Station, TX

May 2023 - Aug. 2023

- *Mentored by artists and designers at Bluepoint Games*
- Placed in a team of 5 students to create a 3D video game with the mentorship of artists from Bluepoint Games over the span of 10 weeks
- Lead programmer, game designer, and level designer in Unreal Engine 5

Lilli | Summer Industry Course - Animation

Texas A&M University - College Station, TX

May 2022 - Aug. 2022

- *Mentored by Artists at DreamWorks Animation Studios*
- Placed in a team of 6 students to create a photorealistic 3D animated short film with the mentorship of artists from DreamWorks Animation Studio over the span of 10 weeks
- Lead lighting and VFX artist
- Also contributed to compositing, modeling, surfacing, and layout