

# Isabel Rollo

## 3D Technical Artist

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## EXPERIENCE

### 3D Technical Artist and Tool Developer

**PCI Enterprises, Rockwall, TX | June 2024 - Present**

- Develop custom tools to streamline the 3D Visualization team's pipeline by improving efficiency and consistency across projects
- Design and implement intuitive editor utility widgets and automation systems to reduce repetitive tasks and speed up iteration
- Script batch-processing tools for Adobe Photoshop using UXP and JavaScript to automate data entry and layer formatting
- Collaborate with 3D artists to understand their project requirements before designing, prototyping, and delivering solutions
- Debug and maintain existing tools, ensure stability and scalability for future projects

### Instructor of Record (IoR) and Graduate Teaching Assistant (GAT)

**Texas A&M University, College of Performance, Visualization, and Fine Arts, College Station, TX | August 2023 - May 2024**

- 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

### Graduate Assistant in Research

**Texas A&M University, Department of Mechanical Engineering, College Station, TX | June 2021 - February 2024**

- Contributed to a research contract called the Distributed Autonomous Robotic Experiments and Simulations (DARES)
- Developed projects combining AR/VR with live motion capture data from full body motion, robots, and props in Unreal Engine and Unity
- Used point cloud data and photogrammetry to create clean and accurate retopologized 3D environments to be used in simulations
- Collaborated on several virtual production projects using Unreal Engine
- Operated 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

## EDUCATION

**Texas A&M University - College Station, TX, U.S.A.**

- **MFA in Visualization, August 2021- Present, GPA - 4.0**
- **BS in Visualization, Minor in Game Design & Development, August 2016 - May 2021, GPA - 3.97**

## SKILLS

### Tools and Technologies

Unreal Engine / Unity / SideFX Houdini / Perforce / Virtual Reality / Augmented Reality / Photogrammetry / Autodesk Maya / Autodesk MotionBuilder / Substance Painter / Foundry Nuke / Adobe Photoshop / Adobe After Effects / Adobe Premiere Pro / Adobe InDesign / Renderman / Arnold / RealityCapture / Adobe UXP Developer Tools

### Programming Languages

Unreal Engine Blueprints / Python / C++ / C# / JavaScript

## ACHIEVEMENTS

- Granted the Rising Aggie Vizzers in Gaming (RAVING) Award at Viz-a-Gogo 2024 - College Station, TX
- Granted the Electronic Arts Alumni Award at Viz-a-Gogo 2023 - College Station, TX
- Speaker in a panel at SideFX Houdini Education HIVE Gamedev Conference 2022 - Austin, TX