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## ANNEKA CADY

With 6 years experience as a Look Development Artist, I bridge the gap between technical problem-solving and art development. I also have the advantage of being diverse with my skills to adapt to content roles such as Environment Art, Prop Art, and Technical Material and Textures. It is my mission to deliver cohesive, high-quality content across disciplines that elevates the final product. My work combines content creation, prototyping, technical analysis, and a strong emphasis on cross-collaboration. With a strong artistic eye and skill-set, it enhances my ability to dissect visuals and spearhead production goals.



## SKILLS

- 3D Modeling: High to Low Poly Workflows, Photogrammetry capture and optimization, Sub-D modeling, Modular Kits, sculpting of high-poly models in ZBrush
- 3D Texturing: PBR Workflows using Substance Painter and Substance Designer
- Node-based shader and material development for PBR Prototypes and production-ready content
- Creating detailed documentation and cross analysis

### 3D

Maya ■ ZBrush ■ 3DS Max ■ Reality Capture ■ Substance Designer ■ Substance Painter ■ Gaea ■ Speedtree ■ Houdini

### PROJECT TOOLS

Proprietary Engine ■ Unreal Engine ■ Adobe Suite (2d and Video) ■ Marmoset Toolbag ■ Perforce (P4V) ■ Affinity Suite



## EMPLOYMENT

### INRIX LLC - VISUAL DEVELOPMENT SPECIALIST

#### FREELANCE CONTRACT

Bellevue, WA ■ August 1, 2025 - Current

- Developed a visual demo using Unreal Engine that showcases a proof of concept for a UX experience utilizing traffic data.

### MICROSOFT - TURN 10 STUDIOS - LOOK DEVELOPMENT ARTIST

**TITLE:** *Forza Motorsport (2023)* ■ *Unannounced Project*

#### AQUENT LLC (CONTRACT)

Redmond, WA ■ October 2018 - April 2020

#### FULL TIME EMPLOYMENT

Redmond, WA ■ April 2020 - July 2025

- Collaborated on visual development for content prototypes on unannounced project.
- Created assets that were used in game, ranging from vegetation, buildings, terrain features, and other dressing assets both from scratch and from photogrammetry scan data. Traveled with team on various reference trips to capture content.
- Curating investigations and prototype content for techniques and workflows for visual development on shipped tracks.
- Aided in various internal Look Development team projects used to convey artistic direction, idea, and experimentation.
- Documentation on visual competitive analysis, asset manifests, technical design documents, and presentations.
- Joined Microsoft studios for college visits to talk, present, and interview students for Summer Associate program.

#### *Xbox & Bethesda Games Showcase (2022 Trailer)*

- Polishing of content shown in the trailer video on all Laguna Seca and Maple Valley shots.
- Responsibilities included natural compositions, terrain/asset blending, asset creation, and general animation of assets.

#### *Xbox & Bethesda Summer Showcase (2020 Teaser)*

- Wide contribution to the making and polishing of both the Laguna Seca corkscrew and garage environments.
- Aided Vegetation and Terrain teams to achieve blended natural features from photogrammetry.



## EMPLOYMENT (CONT.)

### FTD COMPANIES, INC. - 3D GENERALIST INTERNSHIP

*Downers Grove, IL* ■ June 2018 - August 2018

- Created an asset prototype of Shari's Berries product Turing Test, and animated floral product demos of digital doubles.
- Presented a collection of my work to highlight the potential to move the company forward for developing a 3D department for e-commerce products.

### HASBRO CAKE MIX STUDIO - COLLABORATION COURSE WITH SCAD

*Savannah, GA* ■ January 2018 - March 2018

- Collaborated as teams with Hasbro to complete real-time environments using Unreal Engine to be used in product marketing.

### THE MILL (NY) - MENTOR COURSE WITH SCAD

*Savannah, GA* ■ September 2017 - November 2017

- Worked on teams to produce digital composites on live action footage under with guidance from artists at The Mill (NY).



## EDUCATION

### SAVANNAH COLLEGE OF ART AND DESIGN

*Savannah, GA* ■ September 2014 - June 2018

B.F.A. in Visual Effects ■ *Magna Cum Laude* ■ Dean's List

