



ANNEKA CADY

My artistic abilities focus on a range of techniques to create high quality environment art assets and materials. During my career, I have honed in on the necessary skills such as sculpting and modeling organic and hard-surface assets, PBR texture creation across a wide array of assets and terrain, shader and material development within a PBR workflow, and capturing, processing and optimizing photogrammetry assets and materials for use at real-time.



SKILLS

- Ability to create well detailed and optimized assets through high to low baking, scans, and modular kits.
- Ability to create highly detailed texture sets from scratch and photogrammetry data through various programs like Substance Designer and Painter.
- Shooting, processing, and optimization of photogrammetry data through camera captures.
- Shader building to achieve visual details not achievable through textures alone.
- Organization of information and documentation. Maintaining order with naming conventions, folder structure, and necessary supporting files. This skill applies to a range of my professional work, from physical assets, textures, and materials, to documentation and workflow write-ups.
- Collaboration across various teams and disciplines to plan projects, initiatives, and experiments during visual development.
- Managing and mentoring associate artists who have entered the industry or in the process of learning.



WORK EXPERIENCE

MICROSOFT - TURN 10 STUDIOS - LOOK DEVELOPMENT ARTIST

Redmond, WA ■ April 2020 - Current

Shipped Title: *Forza Motorsport (2023)* - Full Time Employment

Xbox & Bethesda Games Showcase (2022)

- Aided team in polishing of content shown in the trailer video on all Laguna Seca shots and some Maple Valley shots.
- Responsibilities included natural compositions, terrain/asset blending, asset creation, and creation and animation of hot-air balloons.

Xbox & Bethesda Summer Showcase (2020)

- Contributed in the making and polishing of both the Laguna Seca corkscrew and Garage space. Responsibilities ranged from asset creation, on-site shooting of reference and photogrammetry, processing scans, and set dressing.
- Worked alongside our Vegetation and Terrain teams to achieve blended natural features from photogrammetry.
- Create various assets that were used in game across multiple tracks, ranging from vegetation, buildings, terrain features, and other dressing assets both from scratch and from photogrammetry scan data.
- Using investigations to come up with new techniques and workflows to problem solve difficult areas of visual development.
- Aided in various internal Look Development team projects used to convey artistic direction, idea, and experimentation. These projects were used to draw ideas, discussion, or proof of concept prior to production.
- Lead documentation on visual competitive analysis that followed launch of title and presented to stakeholders.
- Traveled with team for photogrammetry trips to capture Laguna Seca and Road Atlanta tracks.
- Joined Turn 10 and 343 Industries on college tour to talk, present, and interview students for our Summer Associate program.

MICROSOFT - TURN 10 STUDIOS - LOOK DEVELOPMENT ARTIST

Redmond, WA ■ April 2020 - Current

- Joined in local photogrammetry capturing trips. I was responsible for shooting assets of interest, organization of photographed content, processing photographed objects in Reality Capture, and building, cleaning, and optimizing scanned assets/textures.
- Worked with our content team on making a digital double of a live environment with scanned content for an internal proof of concept.
- Asset manifest management and maintenance on internal look development projects.
- Conducted a competitive analysis on Forza Motorsport 7 graphics and presented to content leadership.



WORK EXPERIENCE (CONT.)

FTD COMPANIES, INC. - 3D GENERALIST INTERN

Downers Grove, IL ■ June 2018 - August 2018

- Asset creation of Shari's Berries product to conduct a Turing Test. For this role, I also created various animations and demos to showcase potential with using digital doubles.
- Presented to the company a collection of my work to highlight projects, and 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 with about a dozen other artists to complete four real-time environments to be used in future marketing backgrounds. My responsibilities were creating assets, set dressing, look development, lighting, and staging.

THE MILL (NY) - MENTOR COURSE WITH SCAD

Savannah, GA ■ September 2017 - November 2017

- Worked on small teams to develop two different digital shots on live action footage under the direction of three artists at the VFX studio, The Mill. During these projects, we hosted weekly critiques and maintained live documentation.



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 ■ September 2014 - June 2018



SOFTWARE SKILLS

3D

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

PROJECT TOOLS

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



SOCIAL



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