

# Ashley Lupariello

www.alupariello.com

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## Skills

- VFX
- Rigging
- 3D Modeling
- Texturing
- Animation
- Compositing
- HLSL
- Python/PyQT
- MEL
- JavaScript
- UE4 Blueprints
- HTML
- PC/Mac/Linux OS

## Software

- Maya
- Houdini
- ZBrush
- Renderman
- Substance Designer
- Substance Painter
- Nuke
- Adobe After Effects
- Unreal Engine 4
- Unity
- Adobe Photoshop
- JIRA
- Perforce

## Education

**Interactive Entertainment- MS**  
University of Central Florida  
Florida Interactive  
Entertainment Academy

**Character Animation- BFA**  
**Mass Communications- Minor**  
University of Central Florida  
The Burnett Honors College

## Experience

**Peblito: Rock & Roll:** November 2020 - Present  
**Tech Artist**

- Rigged main character Peblito
- Created effects with Photoshop, After Effects, Houdini, UE4 Niagara
- Set up animation state machine for Peblito
- Created tiling materials using Substance Designer
- Created materials/shaders in UE4 Material Graph

**Danger Zone:** January 2021 - April 2021  
**Tech Artist**

- Worked with US Navy to deliver training game
- Created realistic explosion, missile trail effects using After Effects, UE4 Niagara

**Delivery:** March 2019 - April 2020  
**Technical Lead, Modeling Lead,**  
**Production Manager**

- Rigged all prop models for keyframes and dynamics
- Modeled hellhound character Lucy using Maya
- Modeled environment models using Maya, Zbrush
- Created procedural material effect for character
- Created 2D effects using After Effects
- Created scripts, tools in Python, MEL for pipeline

**Limbitless Solutions:** May 2019 – December 2019  
**Sleeve Design Intern**

- Modeled prosthetic sleeve designs in Maya, Zbrush
- Collaborated with engineering team to maintain functionality of models
- Modified models to fit clients while maintaining design integrity, prepare for 3D printing