

Beatrice Losco

3D Artist

Passionate 3D Artist with 2 years of experience in environment art. Specialised in hand painted textures and stylized art styles, fast to adapt and learn.

Skilled in the most used 3D softwares and equipped with a foundation in programming, level design, game design and UI design.



Contacts

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Software

Maya/Blender/3DS Max
ZBrush
Adobe Photoshop
Substance 3D Painter/Designer
Unity/Unreal Engine
Marmoset Toolbag
After Effects
Adobe PremierePro
Houdini



Skills

3D Modeling / 3D Sculpting
Hand Painted Texturing
PBR Material Creation
UV Mapping / Unwrapping
Lighting
Retopology
Asset Optimization
Fine Arts Foundation
Digital / Traditional Painting
Organized / Communicative
World Building
Game / Level Design Foundation



Work Experience

2024-Present

Character Artist | Contract

Noroff University College

- Sculpted stylized Characters in Zbrush.
- Retopology in Maya.
- Textured in Substance.

2022-2023

Environment Artist | Nimoyd

Nudge Nudge Games

- Created assets according to concept art.
- Created high poly assets in ZBrush and did retopology in Maya.
- Hand Painted textures in Photoshop and Substance Painter

2022

Digital Sculpting Tutor | Contract

Noroff University College

- Prepared lessons regarding the basics of character sculpting.
- Added anatomy tips and tricks.
- Bonus lecture about designing an impactful character .

2021-2022

Junior Environment Artist | Untitled Game CON Studio

- Designed Concept art as per Art Director indications.
- Created 3D Models in Maya.
- Created PBR Textures in Substance Painter.
- Designed vegetation in ZBrush and textured it in Substance.
- Implemented assets in Unity.



Education

2016-2019

Bachelor's degree Interactive Media

Noroff University College

Smattering of all that is game development, with a personal focus on 3D art and all the industry standard softwares.

2012-2015

Art High School

Liceo Artistico Jona Ottolenghi

Foundations of traditional drawing, painting techniques, lighting, composition.