

Miranda Pyles

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Summary

Prop artist interested in creating 3D models for games. Open-minded and a quick learner, able to pick up new techniques and softwares.

Education

Purdue University - West Lafayette, Indiana

May 2024

- BS in Game Development and Design

Skills

- Photoshop
- Maya
- Texturing
- ZBrush
- Unreal Engine 5
- Rigging
- Substance Painter
- C++

Experience

Prop and Character Artist – West Lafayette, Indiana

08/2023 - Present

Azu

- Conceptualizing characters
- Modeling dogs, an astronaut, a lizard, buildings, props
- Texturing and rigging 3D models