

# Cecil Leuzinger

## 3D Technical Artist

with a passion for bringing Characters  
and Environments to life

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## Education

### Savannah College of Art and Design

Expected Graduation - May 2023

B.F.A. in Immersive Reality

Minor in ITGM

### Dublin Coffman High School

- Academic Diploma with Honors
- Arts Diploma with Honors
- Graduated with honors,  
valedictorian, + summa cum laude

## Skills

### Software

- Unreal Engine
- Unity
- Maya
- Substance Painter
- Photoshop
- Illustrator
- Procreate
- After Effects

### Professional

- Teamwork
- Project planning
- Communication
- Creative problem-  
solving
- Hardworking
- Motivated
- Organized

### Technical

- Blueprints
- Python
- Graphic Design

### Artistic

- 3D Sculpting
- UVs and textures
- Graphic Design
- Drawing

## Work Experience

Nationwide

Emerging Technology Analyst

May 2022 - Current

Designing and creating three-dimensional assets, incorporating and testing new technologies, and working with the Technology team on creating new experiences and applications.

Target - Guest Advocate + Cashier

November, 2020 - January, 2021

Cashier, handling sales and returns, arranging and restocking products to drive sales, helping customers join rewards programs, work with team to create an energetic experience. Conflict resolution, customer service, arranging products to drive sales, teamwork, efficiency.

Dublin City Recreation Center -

Arts and Crafts Supervisor

April, 2019 - July, 2020

Created and taught lesson plans, came up with fun and age-appropriate art projects, created dynamic group projects to promote teamwork, managed workshop space and art supplies, helped students feel accomplished and have fun.

## Projects

### Monster Mash- XR Stage Film

Character design, modeling, and animator, environment modeling, art style and story design

### Clucid - Unreal Video Game

Creator, modeler, programmer, art design, animator, VFX, environment and interior design