

Lindsay Belkin

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About me

3D artist located in CT. Previous experience working on VR and PC games, trailers, and more. Organized, reliable, and a positive personality.

Shipped games

Cloudheim, Noodlecat Games, 2025

Education

Pratt Institute, Brooklyn NY

BFA Digital Arts, 3D Animation, 2020

Animschool

Environment Modeling, Fall 2020

Intermediate Zbrush modeling, Summer 2020

Intro to Rigging, Summer 2018

Skills

Blender	Unreal Engine 5
Maya	Adobe programs
Zbrush	Procreate
Substance Painter	Nuke
Substance Designer	Marvelous designer

Languages

English, Chinese

Interests

Knitting

Hiking

Animal Crossing

Experience

Noodlecat Games, Cloudheim, Remote

October 2022– Present

3D Artist

Modeled and textured optimized 3D assets for Unreal Engine
Modeled according to references provided by the art director
Worked collaboratively to set dress Islands and dungeons
Level design support

Smoke and Mirrors Collective, City of Sand, Remote

August 2022– December 2022

Contract Lead 3D Artist

Create optimized 3D assets for a VR experience
Research tools and pipelines to be implemented into Unity

Parallux, Remote,

July 2022– October 2022

Contract 3D Modeler

Create 3D previz assets for a metaverse platform in preproduction

DEFIENT, Remote,

May 2021– June 2022

Lead 3D Artist

Lead a team of 3D Artists and freelancers
Created timelines and managed deadlines for projects
Being the 3D team representative in client meetings
Meet with prospective clients for metaverse project
Created 3D Assets for Web 3, Metaverse, and NFT Projects

Parallux, Remote,

November 2020– April 2021

Contract 3D Modeler and Animator

Created optimized 3D assets for an AR mobile game
Modeled according to references provided by the client
Textured 3D assets using substance painter in a hand painted style that matched previously made assets

One River School, Westport, Connecticut

July 2020– June 2021

Digital Art and Manga Teacher

Responsible for teaching a variety of digital art classes for kids and teens