



EMILY MARCELIS

3D MODELER

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Education

Bachelor of Fine Arts - Animation (GPA 3.9)

Savannah College of Art and Design - Savannah, GA

Expected Graduation June 2026

Supplementary course work includes Life Drawing, Color Theory,
Digital Communication, Public Speaking,

Work Experience

Sports Media Technology (SMT) — Creative Production Design Intern

June - August 2025

SMT provides technology and graphics that support live sporting events and broadcasts

Created hard surface models that were implemented for the British Open
Collaborated with a team of 15 to create 3D environments
Modeled 3D assets using Maya and made texture maps in Substance Painter

Union Mission x SCAD Serve — Visualization

January 2025 - March 2025

Collaborated with architectural team to create illustrated concept art and
pre-visualization 3D renderings for design of a new day center

Mayo Clinic x SCADpro — Ideation and UX/UI Design

September - November 2024

Enabled patients and staff to access Mayo Clinic's art collection virtually by
creating an app
Built the prototype through collaboration with 4+ teams to create a unique illustrative
style and ensure visual cohesion throughout all features
Presented app to 40+ employees at Mayo Clinic site, showcasing new features

Skills

Professional Skills

Organization, Problem Solving, Leadership, Public Speaking

Software Proficiencies

Maya, Z-brush, Blender, Unreal Engine, Substance Painter, Photoshop, Illustrator,
After Effects, Premiere Pro

Achievements

SCAD Dean's List

September 2022 - Present

Awarded for academic excellence for every quarter

Community Involvement

Women In Animation — SCAD chapter

September 2022 - Present

Participated in professional growth workshops
Connected with animation majors in the SCAD community through networking events