

Liza Kochan

3D Generalist

openmyeyes.info

Experience

2022–Present

Armada Content, LLC

- Collaborated with an art director to create unique characters models and an asset for a Scentco animated show pitch
- Making bespoke assets, animations, renders, and a character rig for a variety of clients including a feature film (unreleased)
- Adjusting preexisting assets to make them fit the current project
- Managing renders using Royal Render

2022

Mango Languages (Cancelled Project)

- Creating environments and assets for animated scenes
- Worked solo on custom animated sequences from start to finish, including rigs and voiceover
- Filled in as a character animator during tight turnarounds

2020–2021

Caterpillar Inc.

- Collaborated with art directors to polish computer generated machine models and prepared them for website-ready turnaround renders
- Efficiently set up large volumes of part renders
- Created custom environments, assets, and animations for promotional material

3D Artist with a passion for creating beautiful work in any style. Proficient in the entire content pipeline, from character design to final render.

Education

2016–2020

Digital Media

Animation Concentration

East Tennessee State University

Software and Skills

- Maya
- Substance Designer/Painter
- C4D
- Arnold, Redshift, Octane
- Royal Render
- Photoshop
- Illustrator

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- Modeling
 - Texturing
 - Rigging
 - Animation
 - Lighting
 - Drawing

Contact

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[LinkedIn Profile](#)

