

# Leela Siragusa

Portfolio: <http://www.fiea.ucf.edu/~lsiragusa>

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<b>Education</b>	<b>Florida Interactive Entertainment Academy (FIEA)</b> University of Central Florida, Orlando FL Master of Science in Interactive Entertainment GPA (3.7)	<b>Graduation in 2008</b>
	<b>Florida State University</b> Tallahassee FL Bachelor of Science in Studio Art (Graphic Design Focus) GPA (3.65) with Honors	<b>Graduated in 2007</b>

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<b>Experience</b>	<b>Zephyr: Tides of War</b> Lead Environment Artist <ul style="list-style-type: none"><li>- Modeled, Textured and found design problems (such as level of detail) in clouds. Also created the environment cube map and worked with programmers to implement it.</li><li>- Created Concepts for a cloud and sky, assisting in development of a color scheme.</li><li>- Modeled, Textured, and Object Animated a ship port.</li><li>- Currently Modeling, Texturing and Animating various creatures.</li></ul> <b>Rapid Prototype Production</b> Artist for Completion <ul style="list-style-type: none"><li>- On four person teams, in two week intervals, six games were completed including titles such as Metro Gnome and Hampster Dash.</li><li>- Modeled, Textured, Animated in 2D and 3D depending on the needs of the game and the team.</li><li>- Gained experience in a variety of engines.</li></ul>
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<b>Skills</b>	Character Modeling, Texturing, 2D Design, Drawing, Digital Painting, Character Animation, Environment Modeling, Prototype Production, Video Compositing
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<b>Programs</b>	<b>Art Creation and Editing</b> Maya, Zbrush, Photoshop, Illustrator, Flash, Shake, After Effects
	<b>Engines</b> Gamebryo, Torque Game Builder, Panda 3D
	<b>Pipeline and Development</b> Perforce, DevTrack, Visual Studio

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