

MAYA RACHELS

TECHNICAL ARTIST

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CONTACT

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EXPERIENCE

Stardust Studios

Reel Run Sep 2024 - Present

Technical Artist

- Designed, animated, and implemented theme-specific UI/UX enhancing player immersion with cohesive visuals
- Modeled and textured environment prop assets for population
- Created tileable landscape materials to streamline level design

The Trenches

The Trench All Hallow's Jam 2024

Technical Artist

- Created VFX that updated with gameplay events
- Lit key interactions to guide the players through a disorienting trench
- Created cinematic WWI- inspired post-processing volume

CAT6

Critter Crashers Sep 2024 - Dec 2024

Creative Director

- Modeled and Textured 4 characters and 2 karts
- Created an Art Style Guide for artists to reference for poly budgeting, texturing, and shape language
- Created a Post-Processing Volume utilizing color grading to achieve a sunrise look

Needlepoint Productions

Fantasmagorie Jun 2024 - Aug 2024

Social Media Manager

- Edited marketing content that aligns with the producer's goals and following trends to boost views and follower growth
- Created marketing materials for the Steam Store Page
- Collaborated with influencer Mad Morph to boost traffic pre-release

SKILLS

3D

- Hard Surface Modeling
- Hand-painted Texturing
- High-to-Low Pipeline
- Sculpting
- Tileable Textures
- Rigging

GAME DESIGN

- UI
- Post Processing
- Blueprints
- Niagara Systems
- Lighting

TOOLS



EDUCATION

University of Central Florida

Digital Media BA - Game Design

May 2025