



Experience

2016-present Funko: Full-time 3D Sculptor-Responsibilities included:

- ▶ Sculpt varied form factor figures based on concept/in collaboration with Design Artist, for licenses including:
 - Disney/Pixar/Marvel, Illumination...
 - Overwatch, Pokemon, Kingdom Hearts...
 - Lord of the Rings, Squid Games, X-Men...
 - ...etc.
 - ▶ Prep files for 3D printing.
 - ▶ Collaborate closely with other artists in the Creative Department and with Project Managers.
 - ▶ Take point on projects with multiple Sculptors.
 - ▶ Oversee projects from sculpt to mass production.
 - ▶ Conceptualize new form factors in digital sculpts.
- ### **Additional contributions:**
- ▶ Performing at Senior 3D Sculptor level.
 - ▶ Co-hosting team-bonding/morale-boosting events/activities.
 - ▶ Creating additional, re-usable assets for Sculpt and Design Team.
 - ▶ Sketch artist for Funko conventions/events.

2022 Unannounced Project*: Illustration Artist- Created Character Artwork for established licenses.

2015 Spray N Pray: Modeling Intern- Modeled characters for Spray N Pray's game *Raven*. Worked off of designs by Concept Artists.

Skills

- ▶ Character Sculpting ▶ Environment Modeling
- ▶ Output for 3D Printing ▶ Texturing ▶ Rendering
- ▶ Retopologizing ▶ Illustration (Traditional/Digital)
- ▶ Project Leadership ▶ Event Organization
- ▶ Small/Large Team Collaboration

Accolades

2016 Entelechy 3D Character Art category Finalist
2016 The Rookies Top 100 People's Choice

* Unable to disclose more information at this time due to NDA.

Elizabeth Brockman



Digital Sculptor

Contact

(205) 568-6753
annabelle@gbrockman.com
www.elibrockman.com
elibrockman.artstation.com

Programs

- ▶ Zbrush
- ▶ Autodesk Maya
- ▶ Adobe Photoshop
- ▶ Redshift Renderer
- ▶ Keyshot
- ▶ Topogun
- ▶ UV Layout
- ▶ Unreal Engine

Education

Bachelor's of Fine Art
Savannah College of Art
and Design
(Magna Cum Laude)
2012-2016

Languages

- ▶ English (Native)
- ▶ Korean (Intermediate)