



LEELA SIRAGUSA

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Experience



EA Sports – Environment Artist

November 2008 - April 2009, September 2009 - April 2010, August 2010 - August 2011

Titles

Xbox 360 and PS3

- Tiger Woods PGA Tour 13
- Tiger Woods PGA Tour 12: The Masters
- Tiger Woods PGA Tour 11
- Tiger Woods PGA Tour 10

PC – Unity Engine

- Tiger Woods PGA Tour Online

Facebook – Unity Engine

- EA Sports PGA Tour Golf Challenge

- Modeled and textured over 100 trees, shrubs, hedges, and succulents
- Modeled and textured structures including a clubhouse
- Handled accurate structure and plant placement for golf courses based on photo reference
- Built and cleaned terrain geometry
- Tuned textures for color harmony
- Created shadow maps, vertex lighting and adjusted the light intensity and fog to adjust the feel of the environment
- Worked with Quality Assurance to fix issues that arose

Programs

- Maya *Experience In –*
- Zbrush *Illustrator, Flash,*
- Photoshop *Shake, After Effects*

Skills

- Modeling and texturing Organic Vegetation
- Modeling and texturing Inorganic Props and Structures
- Creating textures using photo reference and painting techniques
- Scripting in MEL and Photoshop Actions
- Creating normal maps, shadow maps, and occlusions
- Mindful of silhouette, volume, and color balance
- Able to grasp abstract concepts like ‘a fluffier tree’
- Digital Painting, Oil Painting, Traditional Drawing

*Experience in – Particle Effects - Lighting - Animation - Prototype Production
- 2D design – Visual Effects*

Engines

- Unity
- Gamebryo
- Torque Game Builder
- Panda 3D

Pipeline and Development

- Perforce
- DevTrack

Education



Florida Interactive Entertainment Academy (FIEA)
University of Central Florida - Orlando, FL - Graduated 2008
Master of Science in Interactive Entertainment

Florida State University - Tallahassee, FL
Graduated 2007 with Honors
Bachelor of Science in Studio Art

- Studied Game Art and Development through the production of six game prototypes and built one full PC title: *Zephyr: Tides of War*
- Lead Environment Artist on the PC title, created dimensional clouds and worked with programmers to implement them
- Modeled and textured structures, created and animated Creatures, created Particle Effects including exhaust and an explosion