



ANNEKA CADY

My artist abilities focus on various techniques for content and material creation; extending from Photogrammetry, Shader and Material development, as well as hand-crafted sculpting and hard surface modeling. My array of work has allowed me not only to understand how to craft smarter, but also well-rounded when knowing how to communicate with other teams, problem solve, and optimize.



SKILLS

- Working alongside teams on the processing and creation of props, environment assets, buildings and conducting 3D spaces. Was part of several Look Dev driven initiatives that helped develop current design visuals of the game.
- Shader building and experimentation, in conjunction to Tech Art, to help achieve more complex visual ideas.
- Photogrammetry capture/photography and image processing, processing of scans, mesh clean-up, and final baking and optimization.
- Creating, organizing, and managing asset manifests for biome and library content on several internal Look Dev initiatives. Used across teams to illustrate a gauge on project asset scopes.
- Supporting intern/associates on several projects for feedback, assignments, and general support.
- Public speaking and representation on behalf of Microsoft's Turn 10 Studios to students on college visits. This included interviewing for our annual Summer Associate program.
- Collected feedback and helped team to push for tool changes that would benefit the artist's workflows and content's quality.



WORK EXPERIENCE

MICROSOFT - TURN 10 STUDIOS - LOOK DEVELOPMENT ARTIST

REDMOND, WA APRIL 2020 - CURRENT

Shipped Forza Motorsport (2023) - Joined Full Time

- *Xbox & Bethesda Games Showcase (2022)*
 - Aided team in polishing of content shown in trailer video on all Laguna Seca shots and some Maple Valley shots.
 - Responsibilities included natural compositions, terrain/asset blending, asset creation, and minor animations.
- *Xbox & Bethesda Summer Showcase (2020)*
 - Aided the team in the making and polishing of both Laguna Seca corkscrew and interior Garage space. Responsibilities ranged from asset creation big and small, on-site shooting of reference and assets, photogrammetry process, and set dressing.
 - Worked alongside our Vegetation and Terrain teams to achieve blended natural features from photogrammetry.
- Using current investigations and learnings to come up with new techniques and workflows to problem solve difficult areas of visual development in our current unreleased tracks. This often includes shader building, cross team collaboration with FX, Techart, and Environment Teams, as well as creative liberties like sculpting, set dressing, material tuning, and asset generation/conversion.
- Aided in various internal Look Dev team projects polished to convey artistic direction, idea, and experimentation that teams could use to draw ideas or discussion, then used as reference by several teams into (pre) production.
- Lead internal visual competitive analysis that followed launch of title and shared with stakeholders to leverage visual changes.
- Traveled with team for photogrammetry trips to capture unannounced track.
- Joined Turn 10 and 343 Industries on college tour to talk to, present, and interview students for our Summer Associate program.

MICROSOFT - TURN 10 STUDIOS - LOOK DEVELOPMENT ARTIST (VIA AQUENT LLC)

REDMOND, WA ■ OCTOBER 2018 - APRIL 2020

- Aided in photogrammetry capturing trips. For both, I was responsible for shooting assets on site, organization of photographed content, processing photographed objects, modeling/baking/texturing.
- Aided the team in initiative for creating a digital double of an environment with the photogrammed content.
- Asset manifest management and maintenance on internal look development projects.
- Conducted a competitive analysis on current graphics while collecting and organizing informative feedback from multi-disciplined leadership. Helped illustrate changes we needed to make visually for next title.

WORK EXPERINECE (CONT.)

FTD COMPANIES, INC. - 3D GENERALIST (INTERN)

DOWNERS GROVE, IL ■ JUNE 2018 - AUGUST 2018

- Worked alongside the Principal UX Designer to establishing a digital 3D presence within the company's structure, future prospects, and first steps to utilizing photogrammetry processes.
- Asset creation for a conducted Turing Tests that demonstrates a side-by-side of current product photography and a replicated digital double.
- Final presentation of work to highlight created projects and the plans moving forward in the company for a developing 3D department.

HASBRO CAKE MIX STUDIO - COLLABORATION COURSE WITH SCAD

SAVANNAH, GA ■ JANUARY 2018 - MARCH 2018

- Research and develop concepts for a series of interior and exterior digital environments to be used as backgrounds for future marketing content.
- Worked alongside four other artists to complete one full environment and set strategy for look development workflows and techniques of environment assets.
- Conducted pitch and final presentation of work to the client. Aided team in delivery of product.

THE MILL (NY) - MENTORSHIP COURSE WITH SCAD

SAVANNAH, GA ■ SEPTEMBER 2017 - NOVEMBER 2017

- Create two Look Development projects working with Mill members making full CG VFX composites. Maintain a living blog for all projects documenting the process.
- Shooting project background slates, 7 stop exposure HDRIs using techniques: the chrome ball/360 Camera.



EDUCATION

SAVANNAH COLLEGE OF ART & DESIGN, SAVANNAH, GA

B.F.A. VISUAL EFFECTS - MAGNUM CUM LAUDE

SEPTEMBER 2014 - JUNE 2018

DEANS LIST SEPTEMBER 2014 - JUNE 2018



SOFTWARE

3D

Maya ■ 3DS Max ■ Zbrush ■ Reality Capture
Substance Designer ■ Substance Painter
Quixel Mixer ■ Gaea ■ Speedtree

Project Tools

Proprietary Engine ■ Unreal Engine ■ Adobe Suite (2D and Video)
Marmoset Toolbag ■ Perforce



SOCIAL



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