



*ADAM ELI*

*3D Artist Portfolio*





# Adam Eli 3D Artist

## PROFESSIONAL EXPERIENCE

WET DESIGN - LOS ANGELES, CA

ENVIRONMENT ARTIST, NOVEMBER 2023 - FEBRUARY 2026

- ★ Modeled and textured high-quality environment assets from concept art.
- ★ Built immersive environments in Unreal Engine 5 using PBR materials and lighting.
- ★ Optimized assets through retopology, UV mapping, LOD creation, and material optimization for real-time performance.
- ★ Developed procedural environment workflows using Unreal Engine PCG.
- ★ Collaborated with designers, VFX artists, and directors to deliver cinematic-quality environments on schedule.
- ★ Created rapid environment iterations to support artistic direction and production needs.
- ★ Integrated Rhino and Revit models into Unreal Engine to streamline environment creation.

## FREELANCE

STUDIO.AM, KATO & STUDIOS

- ★ Modeled, textured, and lit high-quality 3D environments based on client concepts and production requirements.
- ★ Created custom procedural materials using Substance Designer to achieve unique, production-ready surface detail.
- ★ Adapted quickly to a variety of studio pipelines, tools, and production workflows across multiple projects.

## SOFTWARE EXPERIENCE

UNREAL ENGINE 5



MAYA



ZBRUSH



ADOBE SUITE



RHINO



HOUDINI



BLENDER







# *CAVERN OF FATE*

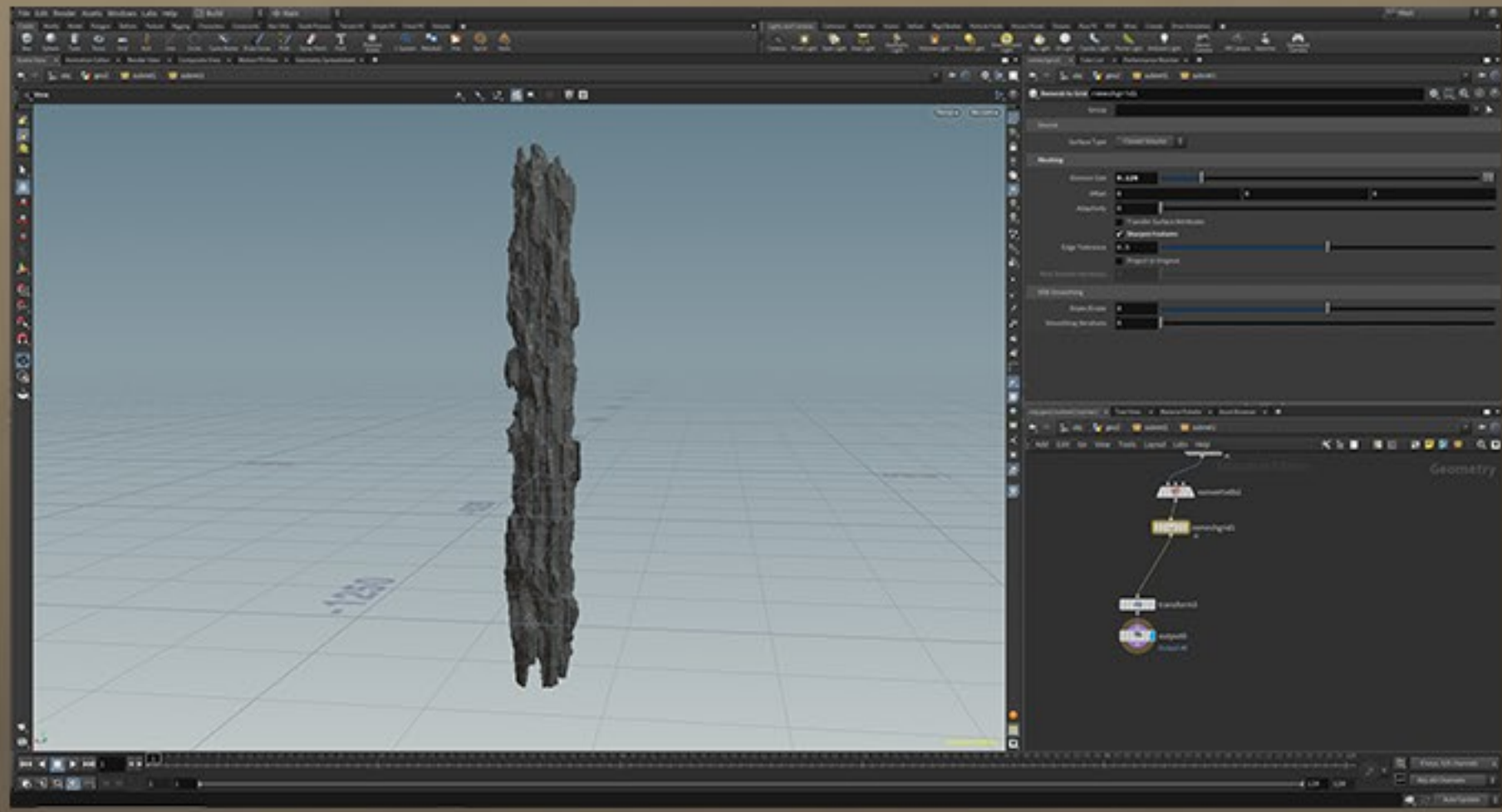




*V.01 Sculpt*



*Final Highpoly*



*All surrounding  
rocks were made  
procedurally in  
Houdini*





*weeping basin*  
*Studio.1AM*









*Victorian Couch*







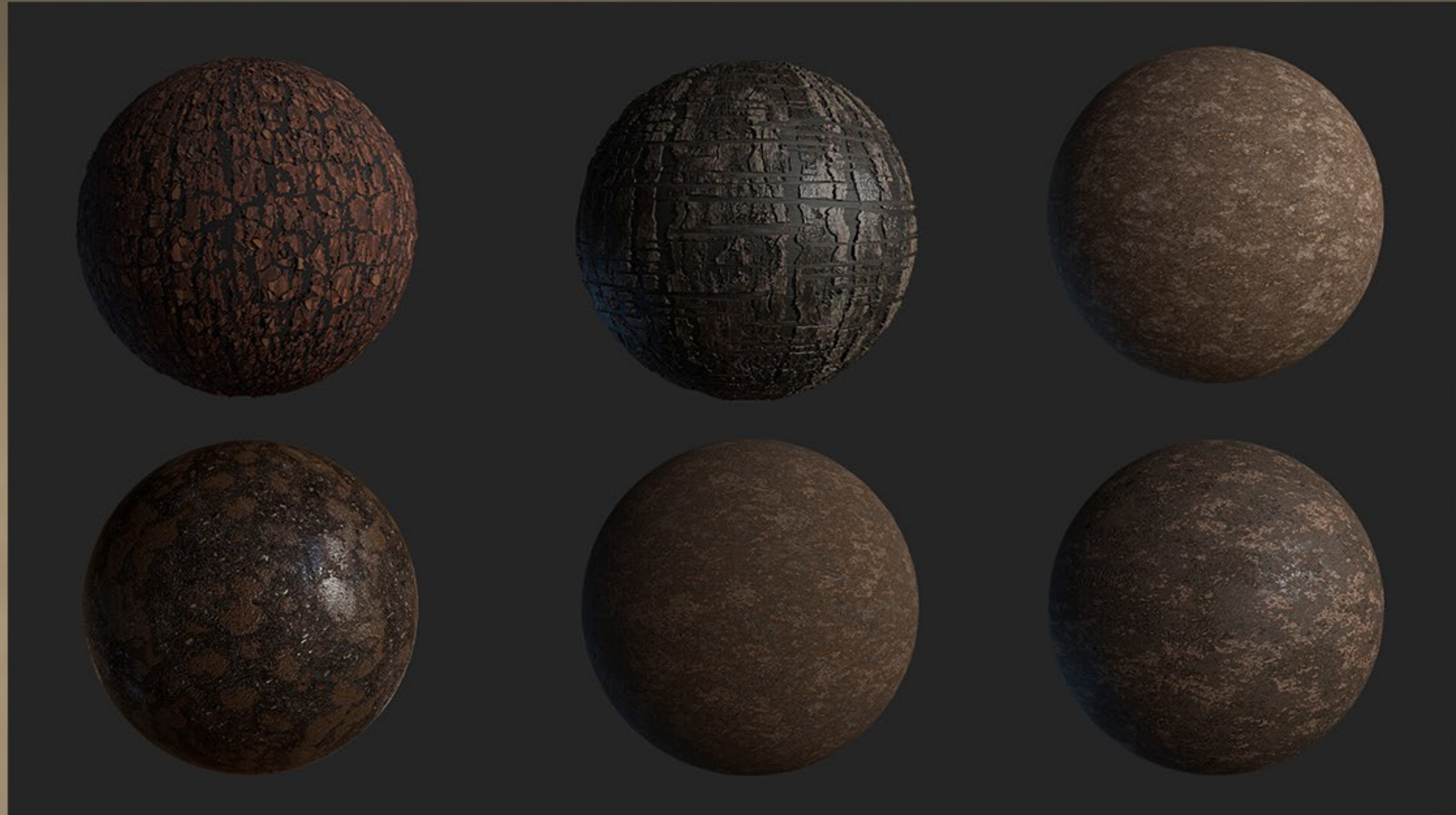
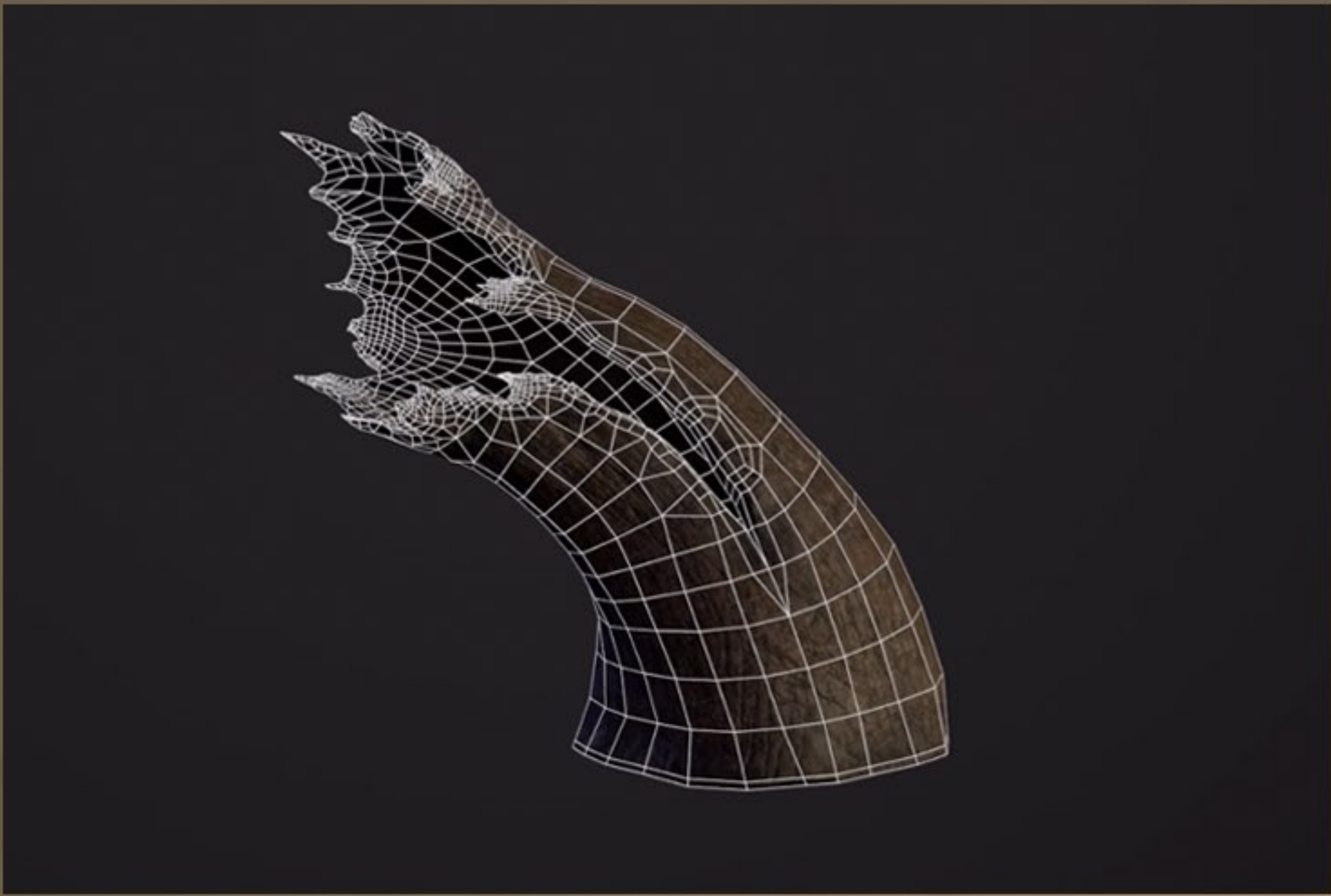


# *Swampland*

*Original Concept by: GLiu Lian*







*Burning Ember Decals, Dirt and Bark  
tilable materials all made in Substance Designer*







*Reach Out!*

*Let's make some art!*

*adameliart@gmail.com*

*+1(310)962-4021*

