



Elginia Walz

3D Modeler and Rigger

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Education

- **Savannah College of Art and Design** 2014 to 2018
Bachelor Fine Arts – Animation Savannah, GA
Minor, Character Technical Direction

Experience

- **Epic Games, Cary, NC** 04/2021 to Present
Tester II
Work with and lead a team of QA to bug test unreleased seasons of Fortnite
- **Dunkin' Donuts, Moon Twp., PA** 10/2019 to 8/2021
Cashier
Take guests orders and restock products
- **Epoch Games, Online only** 1/2019 to 7/2019
Volunteer 3D Game Artist
Created and fixed rigs for the game, Lays of Athlas: Sundered Order

Skills

- **Software**
Autodesk Maya, Adobe Photoshop, Illustrator, After Effects, Arnold, Mental Ray, Unity
- **Technical**
Modeling, Rigging, Environment building, Mel, Python, Java
- **Professional**
Leader, Problem solver, Quick learner, Detail oriented, Team player

Films

- **"Fragments" short film, Savannah, GA** 10/2017 to 6/2018
Rigged the cat under a tight 2 week deadline
- **"Spring" short film, Savannah, GA** 10/2017 to 6/2018
Modeled bushes and rocks all by hand instead of using procedural modeling to achieve a more cartoony look

Organizations

- SCAD Rigging Union
offered help with rigging to fellow riggers and animators