

# LISA MONTAGNER

Texture and Lookdev Artist  
Lisa.Montagner3D@gmail.com 

## TEACHING EXPERIENCE

### IED - European Institute of Design

2023 - NOW  
Milan, Italy

Texturing fundamentals and  
Asset development pipeline

### The Animation Workshop

2024 - (every year during March)  
Viborg, Denmark

Character sculpting & modelling  
production ready

## WORK EXPERIENCE

### UPP - Universal Production Partners

December 2024 - April 2025  
Prague, Czech Republic - On Site

#### Asset Artist

Texture Artist for Films and TV Shows  
Vehicles, props and environments  
Textures and Modelling

### Freelancer

2024 - NOW  
Remote

#### Asset Artist

Texture artist for Creatures and Characters  
Modeller for Environment, Characters and props  
Generalist for previz events

### Cinesite

January 2022 - September 2023  
London, UK - Remote

TV Shows: The Avenue 5, ...

Movies: Black Panther: Wakanda Forever, The Union, ...

#### Mid Texture Artist

Texture Artist for Films and TV Shows  
Digidouble, characters replacement,  
vehicles, props and environments  
Modeller and Lookdev Artist for props

### EDI - Effetti digitali Italiani

October 2020 - Decembre 2021  
Milan, Italy - On Site

TV Shows: The Nevers, Romolus, ...

Movies: Rosaline, Delta, Mondocane, ...

#### Texture and Lookdev Artist

Texture Artist for creatures and characters for film and adv  
Modeller and Surface Artist for assets and environments  
Concept, Matte painting and Shot painting

## REFERENCE

### Madeleine Scott Spencer

Head of Assets & Visual Development  
Cinesite  
Madeleine@cinesite.com

### Pat Imrie

Lead Asset Department  
Cinesite  
patimrievfx@gmail.com

### Riccardo Zoccarato

Head of CG Department  
EDI - Effetti Digitali Italiani  
rzoccarato@gmail.com

## SOFTWARE

Maya

-ZBrush

-3ds Max

-Mari

-Substance Suite

Photoshop

- Nuke

- Arnold

- VRay

- Redshift

Corona

- Marvelous

- Houdini

- Unreal

- Ftrack

## LANGUAGE

Italian Native

English upper-Intermediate