

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 Enviroment, 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 - Dicembre 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

- V-Ray

- Redshift

Corona

- Marvelous

- Houdini

- Unreal

- Ftrack

LANGUAGE

Italian Native

English upper-Intermediate

