

Eilish Lambrechtsen

3D Environment Artist

Work Experience

Lead 3D Artist: Outer Wilds: Echoes of the Eye (Expansion)
Mobius Digital LLC - Remote / 2019 Fall - Current

- Visually developed and made architecture and foliage kits for swamp-dwelling alien civilization
- Made, implemented, and set dressed final art assets using Maya and Unity
- Modeled the majority of the expansion's terrain
- Authored procedural materials for building kit using Substance Designer
- Managed two 3D art interns to ensure quality and timely asset delivery

3D Artist: Maquette

Graceful Decay - Remote / 1 month (During pre-production on Echoes of the Eye)

- Modeled and implemented hard surface assets to support complex puzzle design

Producer: Outer Wilds

Mobius Digital LLC - Los Angeles, CA / 2018 Spring - Fall 2019

- Managed a core team of 10 as well as all contractors to shipping day on Xbox and Epic
- Liaison to publisher and other external contacts
- Worked with Quality Assurance team to establish testing priorities and organize bug database
- Implemented and ensured timely delivery of localization files, including achievements in all supported languages on Steam, Xbox, and PlayStation
- Coordinated Mobius Digital's presence at E3 and PAX West conventions
- Created pitch deck documentation for prospective publishers
- Managed Mobius Digital's social media presence, as well as handled crowdfunding communication and rewards

3D Artist: Outer Wilds

Mobius Digital LLC - Los Angeles, CA / 2017 Summer - 2018 Spring



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Pronouns: They / Them

Passionate about independent game development and visual communication.

Motivated to work collaboratively by the unique problem solving that comes with game development.

Software: Unity, UE4, Maya, 3DS Max, Substance Designer, Zbrush, Adobe PS, UVLayout, and Marmoset

Source Control: GitHub, Plastic and P4

Languages: English and Dutch

- Sole environment artist on Quantum Moon, the Interloper, and Eye of the universe
- Handled the majority of set dressing related to quantum assets across the game
- Modeled terrain and set dressed for the majority of the cave systems within Ember Twin

Education

Laguna Beach College of Art + Design - CA

Bachelor's Degree - Emphasis 3D Environment / 2013 - 2017

NHTV Breda University of Applied Sciences - Netherlands

Foreign Exchange Program / 2016 Spring-Summer

Panels / Events

Beyond the Game: Episode 7 / Spring 2021

Segment: Environmental Art on Outer Wilds + Game Play

Mission Unstoppable Twitch Stream

We Are: (An ESA Foundation) / Summer 2019

Navigating a Career in Games panel

E3 Panel