

# Eilish 'Gus' Lambrechtsen

3D Environment Artist

## Work Experience

### Senior 3D Artist: Unannounced

Gardens.dev - Remote / Summer 2022 - Current

### Lead 3D Artist: Outer Wilds: Echoes of the Eye (DLC)

Mobius Digital LLC - Remote / 2019 Fall - Summer 2022

- 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 DLC) - Spring 2020

- 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

- 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



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Pronouns: They / Them

[eilishlambrechtsen.com](http://eilishlambrechtsen.com)

Dedicated to collaboratively creating embedded narratives in environment art to support and reinforce other disciplines.

**Software:** Unity, Maya, Substance Designer, Zbrush, Adobe PS

**Source Control:** GitHub, Plastic and P4

**Languages:** English and Dutch

## 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  
E3 Panel