

CHARLENE TEETS

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3D ARTIST

3D Artist specializing in real-time visualization, photo-realistic scene creation, and scalable asset pipelines. 8+ years translating real-world products into optimized assets for Unreal Engine and interactive environments. Proven ability to deliver production-quality scenes, improve performance, and build reusable systems that increase production efficiency and consistency across large asset libraries.

CORE COMPETENCIES

3D Modeling | Real-Time Rendering | Asset Pipeline Development | Asset Standardization | Prop Library Creation | Visual Storytelling | Cross-Functional Collaboration | Texturing | Lighting & Rendering | Project Ownership | Production Optimization | Multi-Platform Asset Production

TECHNOLOGY

Maya | Blender | ZBrush | Unreal Engine | Blueprint Fundamentals | Unity | Cinema 4D | Substance Painter | Adobe Creative Suite | Figma | GLTF/GLB Pipelines | PBR Workflows | Performance Optimization for Real-Time Rendering

PROFESSIONAL EXPERIENCE

Freelance 3D Generalist | Environment Artist San Jose, CA 02/2024 – Present
Collaborate with brands and product teams to deliver real-time environments, hard surface assets, and presentation-ready 3D visualizations for marketing and interactive experiences.

- Designed and delivered photo-realistic interior environments and full scene compositions in Unreal Engine; improved visual quality while maintaining real-time performance constraints across multiple projects
- Owned full production pipeline from intake to final delivery; optimized models, materials, lighting, and scene assembly to meet performance, memory, and scalability requirements

Current Long-Term Contract | **Lakeshore**: Built large-scale interior environments and interactive walkthroughs; increased stakeholder clarity and reduced revision cycles through accurate lighting, composition, and material realism

Intel Corporation, San Jose, CA 08/2018 - 11/2024
Digital Demo 3D Artist and UX Designer, 12/2020 – 11/2024

Member of Intel's Innovation Demos Team, used 3D and 2D skills to create immersive, impactful demos that showcased Intel's capabilities.

- Led 3D execution across 60+ interactive demos; increased engagement by 40% through high-quality scene assembly, lighting, and visual storytelling in real-time environments
- Developed optimized assets using Maya, ZBrush, and Substance Painter; ensured consistency and performance across AR, VR, and interactive platforms within structured pipelines
- Built scalable systems and documentation; improved cross-team production velocity and maintained quality standards across multiple concurrent projects

Drone Light Show Designer (3D Generalist), 08/2018 – 12/2020

Designed 3D animations utilizing a large, unrestricted environment that showcased Intel drone light show technology for tier-one customers.

- Created complex 3D environments and animation systems; reduced modeling time by 25% through reusable asset libraries and workflow optimization
- Developed spatial simulations to validate performance and visual outcomes; ensured accuracy and feasibility for real-world execution
- Collaborated with engineering teams to align creative output with technical constraints; delivered production-ready assets under tight timelines

EDUCATION

Bachelor of Arts, BA, Game Design Art, Cum Laude - Cogswell College, San Jose, CA