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Boise, ID

Emma Wagstaff

3D GENERALIST

EDUCATION

3D Digital Design – BFA

Rochester Institute of Technology
2022–2025

Associates in General Sciences

Brigham Young University – Idaho
2018–2019

SOFTWARE

Adobe Products



Blender



Maya



ZBrush



Unreal Engine



SKILLS

- Animating
- Modeling
- Sculpting
- Rigging
- Texturing
- Material Creating
- Motion Graphics
- Illustrating
- Communicating
- Organizing
- Scheduling
- Teamwork
- Leadership
- Delegating
- Problem Solving
- Learning

PROFILE

Emma has a strong passion for taking ideas and bringing them into reality. This passion drives her to create and be enthusiastic about the projects she's involved in. She values teamwork as the different perspectives and skills that other people bring to projects are invaluable. She prides herself on having an open mind and is eager to learn and expand her skills while solidifying current ones.

EXPERIENCE

Freelance – Crossing Worlds Entertainment 2025–Current 3D Character Modeler and Lead Animator

Creates 3D characters and animations based on concepts.

Responsibilities:

- 3D Modeling & Texturing
- Character Rigging & Animation
- Documenting and showcasing work

RIT – College of Art and Design 2024–2025 Classroom Assistant

Assisted professors and guided students on how to accomplish their projects and use required 3D software.

Responsibilities:

- Assisted students and help them problem solve to accomplish their goals
- Created supplementary learning material for students
- Acted as communicative bridge between professors and students

RIT Catering 2022–2025 Student Manager – Catering Attendant

Acts as secondary lead among catering attendants.

Responsibilities:

- Gathering, delivering, setting up, and maintaining the customer's order
- Delegating tasks and directing other attendants
- Solving problems and customer concerns as they arose

PORTFOLIO

<https://emmalwags.wixsite.com/emma-wagstaff>