

MELISSA TREHARNE

ENVIRONMENT ARTIST

ABOUT ME

I am an environment artist experienced in the development of both hard surface and organic assets for AAA games, where I've become familiar with both proprietary and commercially-available engines. I'm a fast learner, quick to adapt, and always eager to be part of a great team.

PROJECTS

- **STAR WARS JEDI: SURVIVOR**
Apr 2023
- **GOD OF WAR RAGNARÖK**
Nov 2022

SOFTWARE

MAYA	PHOTOSHOP
ZBRUSH	ILLUSTRATOR
GAEA	AFTER EFFECTS
SPEEDTREE	MARMOSSET TOOLBAG
UNREAL ENGINE	KEYSHOT
HOUDINI	PERFORCE
SUBSTANCE PAINTER	JIRA
SUBSTANCE DESIGNER	

SKILLS

MODELING
TEXTURING
SCULPTING
LIGHTING

CONTACT

- ✉ melissacardonart@gmail.com
- 🌐 www.melissa-treharne.com
- 📍 Los Angeles, CA

WORK EXPERIENCE

- **RESPAWN ENTERTAINMENT**
Environment Artist
Jan 2022 - Present

Environment artist on Star Wars Jedi: Survivor.
- **SANTA MONICA STUDIO**
Environment Artist - Vista
Jan 2021 - Jan 2022

Vista artist on God of War Ragnarök. Responsible for creating environment art for vistas across several game levels. Took part in modeling, sculpting, texturing and optimizing custom and preexisting assets, as well as set dressing.
- **JP CONNELLY**
Associate Designer
Feb 2020 - Jan 2021

Modeling and texturing realistic props & architecture. Layout and real-time lighting/ rendering in Unreal Engine.

EDUCATION

- **GNOMON SCHOOL OF VISUAL EFFECTS**
Entertainment Design and Digital Production
Jan 2017 - Jan 2020

Modeling and Texturing Track
- **CITY COLLEGE OF NEW YORK (CCNY),
SPITZER SCHOOL OF ARCHITECTURE**
Bachelor of Architecture
Sep 2009 - May 2014

Honors Program
Magna Cum Laude