Shreeya Shetye

shreeyashetye.art@gmail.com · (773) 484-6108 · shreeyashetye.com

Education

Ringling College of Art and Design
BA Visual Studies

Work Experience

Independent Game Development - Veridia Studio
Cofounder, 3D Artist   March 2025 - Present

- Designed and prototyped an unannounced RPG in Unreal Engine 5 with a small collaborative team.
- Created stylized characters and environments using Blender for concept and asset production.
- Implemented 3D assets into Unreal Engine 5 for real-time visualization and testing.
- Established an efficient Blender-to-Unreal pipeline to streamline real-time asset workflow.

Meta
3D Artist   October 2021 - September 2023

- Designed, sculpted, and rendered stylized characters for Meta Avatars pipeline, prioritizing strong anatomy, silhouette, and color theory.
- Developed characters from concept, utilizing Zbrush, topology reduction, LODs, texture baking, and PBR workflows.
- Created visual style guides for mixed reality platforms (Oculus AR/VR, Meta Quest).
- Collaborated with cross-functional teams including designers, animators, engineers, and art directors.

Nickelodeon Animation
Character Visual Development Sculptor   April 2021 - May 2021

- Worked with the Production Designer to translate 2D designs into expressive 3D maquettes.

Psyop
3D Artist   July 2020 - October 2021

- Sculpted and modeled lead characters and props for commercial spots (Clash of Clans, EA Apex).
- Created optimized character meshes with clean topology for rigging and animation.

Chromosphere
Freelance 3D Artist   March 2020 - May 2020

- Modeled, UV mapped, and textured low-poly stylized characters for Yuki 7 for real-time rendering.

DreamWorks TV Animation
CG Generalist– Modeler   August 2018 - January 2020

- Modeled hard-surface and organic props for Fast and the Furious: Spy Racers.
- Reviewed assets, focusing on polycount reduction and quality control.

DreamWorks Animation
Modeling Trainee   June 2018 - August 2018

- Modeled characters and props for Trolls 2 and Abominable.
- Created hair/fur grooms using Xgen and optimized UVs and texture maps.

Skills

3d & Sculpting:	Maya, Zbrush, Blender, Wrap3d
Game Engines:	Unity, Unreal Engine 5
Texturing & Rendering:	Substance Painter, Renderman, Marmoset Toolbag, Arnold
2D Design:	Photoshop, Procreate, After Effects, Adobe Premiere
Specialized Tools:	Xgen, Marvelous Designer, SpeedTree
Production:	Shotgun, JIRA, Perforce, Figma