



AVA SMITH

3D ARTIST

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Grand Rapids, Michigan
www.avasmith.art

EDUCATION

WESTERN MICHIGAN UNIVERSITY
Kalamazoo, MI
B.S. in Kinetic Imaging
Game Art Focus
2021-2026

SKILLS AND PROFICIENCIES

Blender
Autodesk Maya
Adobe Substance 3D Painter
Unity
Adobe Photoshop
Marvelous Designer
3D Sculpting
UI Design
Texture Painting
Environment Modeling
Content Creation
Digital Painting

PROFILE

Ava Smith is a 3D artist that specializes in character and prop modeling. Inspired by role-playing games and stylized characters, she utilizes a knowledge of 3D programs to bring character concepts off the page.

PROFESSIONAL EXPERIENCE

SOCIAL MEDIA MANAGER

Club Esports at WMU September 2022 - April 2023

Led social media strategy for WMU Esports, crafted engaging content across platforms, and built strong community engagement through creative campaigns. Coordinated with esports teams to create authentic content, managed cross-platform messaging, and built sustainable community relationships. Coordinated fundraising efforts for a charity event through Extra Life, successfully raising over \$1,500 to support children's hospitals; responsibilities included event planning, outreach, donor engagement, and promotion via social media and community channels.

HALL OF HEROES: AN INTERACTIVE SHOWCASE

Senior Capstone Exhibition, WMU 2025-2026

Created six high quality 3D models to showcase during Western Michigan University's inaugural Kinetic Imaging exhibition.

Used techniques in sculpting, hard-surface modeling, texture painting, and armature rigging.

Designed an interactive game-space in Unity to display the characters inside.