

Leela Siragusa

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Experience

Dynamic Attractions

3D Artist

Orlando, FL

September 2016 - Present

Lead Artist in the creation of visual design demonstrations for original and thrilling theme park attractions. Vegetation and natural rock specialist. Created camera sequences for a variety of views to best illustrate the experience. Scripted tools to better assist in artistic productivity.

Electronic Arts

Environment Artist

Titles: Madden NFL 17, Rory McIlroy PGA Tour, Madden NFL 25, Tiger Woods PGA Tour 13, Tiger Woods PGA Tour 12: The Masters, Tiger Woods PGA Tour 11, Tiger Woods PGA Tour 10, Tiger Woods PGA Tour Online, EA Sports PGA Tour Golf Challenge

Orlando, FL

August 2015 - July 2016

April 2014 - November 2014

January 2013 - October 2013

August 2010 - July 2011

September 2009 - April 2010

November 2008 - April 2009

PGA Tour Series

Vegetation specialist. Constructed, model and texture, over 300 trees and plant life for the titles as well as created tools in Maya to expedite construction. Built, model and texture, clubhouses and props. Populated levels in both a manner appropriate to live world and scenic while challenging for fantasy golf courses.

Madden Series

Made structural and artistic updates to all thirty-two stadiums in accordance with living world updates. Implemented updates to annually changing props including work with Gatorade and GMC. Built background cities as well as adjustments for a day to night cycle.

Evolution Ventures

Environment Artist

Orlando, FL

November 2014 - July 2015

Constructed interactive visualization scenes for the sale of luxury apartments. Built and implemented, model, texture and material; plant life, buildings, furniture and props for both interior and exterior scenes. Products produced for use on the PC, Oculus and iPad using Unity and Unreal.

Programs

Art: Maya, MEL scripting, Python for Maya, Photoshop, Illustrator, Zbrush, Houdini, Substance Painter
Engines: Unreal, Unity, Frostbite, Ignite, Gamebryo
Development: Perforce, DevTrack, Microsoft Office Products

Education

University of Central Florida

Florida Interactive Entertainment Academy (FIEA)

Master of Science - Interactive Entertainment

Orlando, FL

December 2008

Florida State University

Bachelor of Science - Studio Art

Tallahassee, FL

August 2007 with Honors

FIEA focused on study in Game Art and Development through the production of six game prototypes and one full PC title using the Gamebryo Engine.