



Heather Lynn Bernardin

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Professional Profile

Experienced 3D professional with 12+ years' expertise in modeling, UV, textures, and set dressing for video games, movies, and TV. Skilled in Maya with 11+ years' experience. Specialized in VR environment modeling in Unreal Engine with 4 years' experience. Known for adapting to new challenges, delivering high-quality work under pressure, and meeting critical deadlines consistently.

Skills

- Hard surface modeling
- Low to High poly modeling
- Texturing / Materials
- Seamless Texturing
- Set Dressing
- Sketching/illustration
- Video & Sound Editing
- Simplified Rigging
- 3D Designs
- UDIM Workflow
- UV Mapping
- Physically-Based Rendering
- Leadership skills
- Creative Problem Solving

Software

- Autodesk Maya
- Speed Tree
- The Foundry Mari
- Unreal Engine
- Adobe After Effects
- Adobe Photoshop
- Adobe Substance Painter
- Zbrush
- Mental Ray
- Deadline
- Shotgun

Education

The Art Institute of California Inland Empire, 2013.

Bachelor of Science – Media Arts & Animation.

Victor Valley College, 2009.

Associate of Art

Liberal Arts with an Emphasis on Arts & Humanities.

Associate of Science

Computer Integrated Design & Graphics.

Demo Reel



Work Experience

Adjunct Professor | Animation and Gaming - August 2024- Present



ANIM 130: Introduction to 3D Modeling

- Teach 3D modeling fundamentals, including proper topology, edge flow, UV mapping, texturing, and rendering techniques using industry-standard software.
- Develop and deliver course materials, lectures, and hands-on assignments to foster student creativity and technical skills.
- Guide students in creating professional-quality 3D models and preparing them for careers in animation, gaming, and visual effects.
- Provide individualized feedback to support student growth and mastery of 3D modeling concepts.

Set and Environment Artist - August 2018 - August 2023



- **Environment Design:** Designed environments based on key artwork with attention to detail.
- **Prop and Asset Modeling:** Created proxy and high-detail props to enhance scene realism, while also generating natural-looking foliage and other assets using procedural techniques.
- **Creative Problem-Solving:** Found creative and technical solutions for building large scale environments.
- **Director Collaboration:** Worked closely with the director to shape environments according to their vision and feedback.
- **Asset Integration & Troubleshooting:** Imported Maya assets into Unreal Engine, ensuring seamless integration and resolving any technical or visual issues for smooth gameplay and visual fidelity.

Film

The Monkey King. 2023 - Netflix

Ugly Dolls. 2019 - STX Films

Back to the Outback 2021. - Netflix

SCOOB. 2020 - Warner Bros

Television

Super Giant Robot Brothers! 2022 - Netflix

3D Artist/Lead Texture Artist -June 2015 – January 2018



- **Modeling:** Created 3D models for digital projects using Maya and Unreal Engine.
- **Texturing and UV Mapping:** Applied textures and optimized assets for better visuals.
- **Set Dressing:** Designed immersive virtual environments by arranging elements and props.
- **VR Environment Modeling:** Built realistic VR environments in Unreal Engine for engaging experiences.
- **Quality Assurance:** Ensured model integrity and optimized VR performance.

Television

Modern Family 2017 - ABC

Grandfathered 2016 - FOX

Code Black 2017 - CBS

Marvel's Daredevil 2015 - Netflix

The Last Man on Earth 2017 - FOX

Galavant 2015 - ABC

Valor 2017 - The CW

Virtual Reality

Death Note The 360 VR Experience. 2017 - Netflix

Stranger Things VR Experience. 2016 - Netflix

Toyota Dealership VR. 2016 - Saatchi & Saatchi

Potter's Workshop VR Experience. 2015 - Netflix