

Isabel Rollo

Technical Designer

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EXPERIENCE

Unreal Engine Specialist

PCI Enterprises, Rockwall, TX | June 2024 - Present

- Designing and developing an interactive virtual home building application that produces high quality product and environment renders using Unreal Engine 5 to program tools and user interfaces in Unreal Engine's blueprints
- Crafting high-fidelity wireframes using tools like Miro and ensuring a user-centered design approach for the project
- Developing and optimizing workflows for seamless integration of 3D assets from creation to final implementation in the application
- Authoring both a game design document as well as comprehensive documentation of workflows to provide the 3D visualization and development teams to follow clear guidance when expanding the application

Instructor of Record (IoR) and Graduate Teaching Assistant (GAT)

Texas A&M University, College of Performance, Visualization, and Fine Arts, College Station, TX | August 2023 - May 2024

- Supported professors in teaching undergraduate courses with a focus on digital art and design
- Presented various lectures and demos for students
- Guided students in design and animation projects through constructive feedback
- Assisted in course organization and grading of student assignments

Graduate Assistant in Research

Texas A&M University, Department of Mechanical Engineering, College Station, TX | June 2021 - February 2024

- Contributed to a research contract called the Distributed Autonomous Robotic Experiments and Simulations (DARES)
- Developed projects combining AR/VR with live motion capture data from full body motion, robots, and props in Unreal Engine and Unity
- Used point cloud data and photogrammetry to create clean and accurate retopologized 3D environments to be used in simulations
- Collaborated on several virtual production projects using Unreal Engine
- Operated a motion capture stage through tasks such as camera calibration, marking subjects and props, and working with Vicon cameras and Shogun Live/Post or with OptiTrack cameras and Motive

EDUCATION

Texas A&M University - College Station, TX, U.S.A.

- **MFA in Visualization, August 2021- Present, GPA - 4.0**
- **BS in Visualization, Minor in Game Design & Development, August 2016 - May 2021, GPA - 3.97**

SKILLS

Tools and Technologies

Unreal Engine / Unity / SideFX Houdini / Perforce / Virtual Reality / Augmented Reality / Photogrammetry / Autodesk Maya / Autodesk MotionBuilder / Substance Painter / Foundry Nuke / Adobe Photoshop / Adobe After Effects / Adobe Premiere Pro / Adobe InDesign
Renderman / Arnold / RealityCapture

Programming Languages

Unreal Engine Blueprints / Python / C++ / C#

ACHIEVEMENTS

- Granted the Rising Aggie Vizzers in Gaming (RAVING) Award at Viz-a-Gogo 2024 - College Station, TX
- Granted the Electronic Arts Alumni Award at Viz-a-Gogo 2023 - College Station, TX
- Speaker in a panel at SideFX Houdini Education HIVE Gamedev Conference 2022 - Austin, TX