EKATERINA STAROSTINA

DIGITAL ASSET ARTIST

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Digital Asset Artist with 4+ years of production experience at Lucasfilm Animation, creating stylized, production-ready props, environments, and cloth assets for animated productions. Experienced across 3D modeling, surfacing, look development, and asset development from concept through production delivery. Combines artistic asset development with Python/MEL scripting to automate repetitive tasks and improve artist workflows.

Skills

- **Core Areas:** 3D Modeling | Hard Surface Modeling | Environment Asset Creation | Surfacing | Look Development | PBR Texturing | UV Mapping | Materials | Cloth Simulation | Digital Sculpting | Procedural Workflows | Stylized Asset Creation | Production Pipelines
- **Core Tools:** Maya | Substance 3D Painter | Marvelous Designer | Arnold | Python/MEL
- **Additional:** ZBrush | Substance 3D Designer | XGen | Houdini | Unreal Engine

PROFESSIONAL EXPERIENCE

Digital Asset Artist, Lucasfilm Animation, San Francisco, CA | Feb 2025 – Present

Star Wars: Maul - Shadow Lord | *Star Wars: Tales of the Underworld*

- Create complex, large-scale sets, props, and environment assets, balancing detailed modeling, texturing, and look development with the artistic and technical requirements of production.
- Independently develop assigned assets from concept and visual reference through production delivery, including proxy and high-resolution modeling, UVs, texturing, shading/look development, and publishing, while incorporating supervisor feedback and resolving artistic and technical requirements.
- Contribute to show development and R&D, translating stylized 2D designs into production-ready 3D assets and helping establish the visual language of productions.
- Introduced Marvelous Designer into the asset-development workflow to create and simulate production-ready cloth assets including background character garments, drapes, tarps, and environmental fabrics.
- Develop Python and MEL scripts to automate repetitive asset-development tasks and streamline artist workflows.
- Troubleshoot and resolve artistic and technical asset challenges while supporting urgent, time-sensitive requests and maintaining established production quality standards.

Junior Digital Asset Artist, Lucasfilm Animation, San Francisco, CA | Jul 2022 – Feb 2025

Star Wars: Tales of the Empire | *Star Wars: The Bad Batch*

- Created production-ready 3D assets from concept through final delivery, including modeling, sculpting, texturing, shading, and look development within fast-paced animation pipelines.
- Translated concept art and visual references into detailed 3D assets by interpreting shape language, proportions, materials, surface characteristics, and established visual styles.
- Developed props and environment assets in collaboration with supervisors and designers while refining models based on creative and directorial feedback to maintain visual consistency across production.
- Prepared, published, and maintained production assets according to studio naming conventions, technical specifications, and pipeline standards, ensuring consistent asset quality and usability.
- Collaborated with supervisors and cross-functional production teams to troubleshoot artistic and technical asset challenges.

EDUCATION

BS in Software Engineering, Siberian State University of Telecommunications and Information Sciences