

FYNLAY PLEASANCE

Lead 3D Artist | Texture Artist | Creative Director | Generalist

Brisbane, Australia • Available for remote/international (AU/NA/EU hours)



ABOUT ME

I'm a 3D artist with eight years of experience building stylised and realistic characters, assets, and environments. I love transforming ideas into polished, production-ready art and enjoy that sweet spot where creative style meets solid technical workflow. Whether developing unique visual styles or contributing to established IPs, I'm driven by creating memorable, well-crafted work that supports storytelling and player experience.

EDUCATION

Bachelor of 3D Animation

JMC Academy
Graduated 2016-2018
Received highest GPA

Certificate in Animation (Scholarship/Grant-Funded Study Abroad)

Nippon Designers School
Tokyo, Japan
Received 2018
Selected for a funded international study placement focused on animation and design.

Diploma of Game Development

CG Spectrum
Graduated 2016

EXPERIENCE

Lead 3D Artist / Texture Artist / Generalist

Liquid Animation

2018 - Present

Created stylised and realistic 3D assets: characters, props, and environments - for games and animation projects, including work on indie projects and major IPs with Disney, Pixar, LEGO, and Lucasfilm. Led and contributed to modelling, sculpting, UVs, texturing, and engine integration (Unreal/Unity), partnering closely with directors and producers to maintain visual quality and mentoring / reviewing a team of artists in workflow and asset standards.

- Lead cross-discipline art teams in modelling, texturing, look-development and asset pipeline optimisation.
- Delivered stylised and realistic 3D assets for games, cinematic, virtual production and real-time applications.
- Directed visual language, mood boards, and ensured consistent style across large-scale environments and character sets.
- Collaborated with technical and engineering teams to ensure asset-ready formats for engines (Unity/Unreal).
- Mentored junior artists and implemented best-practice workflows for topology, texture creation and shader development.

CORE COMPETENCIES

3D Modelling	Characters, props, environments (low-poly & high-poly; stylised & realistic)
Texturing & Materials	Stylised materials, hand-painted, high-detail PBR. Both hyper-real and painterly stylised.
Retopology	Clean, animation-friendly topology
Shaders & Look Dev	Custom shaders, surface detail, lighting response
Environment Build	Block outs → final worlds (Unreal / Unity / Maya / Blender)
Rigging	Characters, props & engine-ready implementation
Concepting & Art Direction	Style guides, references, moodboards

PROGRAM EXPERIENCE



HAVE WORKED WITH



LETS CHAT!

+61 403 687 142

gday@fynlay.com

www.fynlay.com