



MELODY ROSE PALMER

LEAD UNREAL ENGINE
ENVIRONMENT ARTIST

Melody Rose Palmer

EXPERIENCE

Freelance 3D Artist 2019 - Now

- Developed real-time Unreal Engine environments for visualization and interactive experiences, including high-end automotive presentation workflows.
- Focused on environment composition, material fidelity, lighting and cinematic real-time presentation inside UE5.
- Collaborated directly with clients and multidisciplinary teams across production, feedback and polish phases.

Lead 3D Environment Artist UNSPACE | 2023 – 2024

- Delivered more than 12 high-quality, story-driven cinematic environments for commercials, music videos and the feature film "Modi" by Johnny Depp
- Guided a team of artists to meet production goals, ensuring visual fidelity and performance optimization for real-time playback.
- Maintained open, responsive communication with directors and production partners, handling revisions and creative suggestions smoothly.

3D Environment Artist D - WOK | 2022 – 2023

- Delivered 7 high-quality, story-driven cinematic environments for the feature film The Operal, rendered in Unreal Engine 5.
- Focused on lighting, mood, and scene composition to enhance the emotional impact of each sequence.
- Contributed to visual storytelling through Unreal Engine Sequencer and assisted in the creation of vfx placeholders.

Unreal Engine Environment Artist specialized in realistic real-time environments, cinematic scene building and high-fidelity visual production.

Experienced in environment art, look development, lighting and set dressing for interactive experiences, virtual production and real-time storytelling workflows.

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📍 Turin, Italy

🔗 [Artstation Portfolio](#)

🔗 [LinkedIn](#)

🔗 [Instagram](#)

🔗 [Website](#)

EXPERIENCE

3D Artist Visualizer

MRO – Visualizing Ideal Spaces | 2019

Exported and optimized a fully walkable apartment using Unreal Engine 4 for HTML visualization.

Exhibit Designer

World Event SRL | 2019

Designed themed event spaces aimed at immersive engagement, including for children's experiences.

Set Designer Assistant (on set)

Helikon Web Series | Grey Ladder | Dec 2018

Modeled 3D set props and provided technical support during filming phases.

ACHIEVEMENTS

- Supervised artists and coordinated with clients to deliver polished assets, incorporating all feedback and change requests with precision and care.
- Developed immersive VR experience "12 Years" in Unreal Engine 4, exhibited at the Museo del '900 in Turin, experienced by 150+ visitors.
- Recognized as an IG50 Winner (2022) by Into Games UK, selected among the most hireable 3D artists of the year.

EDUCATION

Master's Degree in Cinema & TV Set Design
Albertina Fine Arts Academy, Turin | 2016 – 2019

Bachelor's Degree in Set Design
Fine Arts Academy, Florence | 2011 – 2015

SKILLS

- Unreal Engine 5 (Environment Art, Lighting, Sequencer, Optimization)
- Nanite / Lumen workflows
- Set Dressing & Environmental Storytelling
- Real-time Cinematic Composition
- Maya / 3ds Max / ZBrush
- Substance Painter
- Photoshop
- Jira / Notion

Melony Rose Palumbo