

AMALIA LIAKONIS

ENVIRONMENT ARTIST

aliakonisart@gmail.com · 248-561-6358 · ArtStation.com/aliakonis

SOFTWARE EXPERIENCE

Autodesk Maya	Unreal Engine
ZBrush	Unity
Substance Painter	Photoshop
Substance Designer	Miro
3D Coat	Slack

SKILLS

Game ready asset creation	Strong leadership capabilities
Modular kit creation	Proactive and self motivated
Hand painted texturing	Communicative and adaptable
Digital sculpting	Receptive to feedback
Real-time scene rendering	Attentive to detail

EXPERIENCE

3D Artist Intern

Sep 2025 - Dec 2025

4thSpace Technology

Collaboratively designed an eye catching and interactive augmented reality app surrounding the Michigan Central Station, Detroit with over 200 [downloads](#). Responsible for 3D modeling and hand painting stylized game ready assets into Geospatial Creator for Unity implementation.

Convention Director

July 2024 - Nov 2024

College for Creative Studies

Responsible for planning and executing the College for Creative Studies' official school artist convention: promoting events and panels that focus on community building and education; fostering relationships between students, faculty, alumni, and other guests to facilitate networking opportunities; communicating with panelists to organize workshops and presentations for students and guests.

EDUCATION

College for Creative Studies | Detroit MI

Sep 2022 - May 2026

Bachelors of Fine Arts Entertainment Arts - Game Design

Environment Artist & Level Layout Designer

Sep 2024 - May 2025

Game Projects: Corporate Cupid

Collaborated amongst class over the span of two semesters to create a an isometric, rogue-like, action-adventure, shooter game which was uploaded to [Steam](#). Responsible for environment modular kit creation and implementation, and handpainted stylized texturing, as well as grey boxing and set dressing level layouts in Unity.

Environment Art Mentee

May 2025 - Aug 2025

Contract Environment Artist II at Riot Games, Daphne Fiato

A one-on-one study of hand painted, stylized foliage creation using Photoshop and ClipStudio Paint, in addition to a study of texture creation using Substance Designer and 3D Coat to create both stylized and PBR materials.

LANGUAGES

English | Native

Reading, Writing, Speaking

Greek | Conversational

Reading, Writing, Speaking