

MILA PRASCHMA

3 D A R T I S T A N D L E C T U R E R

PROFILE

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London-based 3D artist and lecturer specializing in immersive game environments and assets. My expertise lies in 3D Props and Environments, supported by a strong foundation in traditional art and photography. With a 1st Class BA (Hons) Degree in Game Art Animation and a passion for continuous learning, I am dedicated to nurturing the next generation of industry professionals.

SOFTWARE

- Maya
- Zbrush
- Substance 3D Painter
- Unreal Engine 5
- Arnold
- Photoshop
- After Effects
- Premiere Pro

EXPERIENCE

GRADUATE TEACHING ASSISTANT

SAE Institute London | 2023 - Present

- Led 3D Fundamentals module for Level 4, teaching modelling, UV mapping, and texturing in Autodesk Maya and Substance Painter
- Taught 3D prop, environment, and character production using industry-standard software
- Lectured on animation, lighting, and rendering with Arnold, and compositing in After Effects
- Instructed Level 5 students in environment creation using Unreal Engine
- Conducted Zbrush workshops on character modelling, enhancing student portfolios
- Developed industry-aligned lesson plans, integrating professional feedback
- Assessed student projects and provided constructive feedback
- Collaborated on interdisciplinary projects with other faculty

3D GENERALIST

WN Studios London | 2022

- Modelled and textured 3D assets for the Yayoi Kusama X Louis Vuitton 2023 campaign
- Created and imported animations for augmented reality activations, including Motion Capture data.

EDUCATION

GAME ART & ANIMATION | 1ST CLASS BA (HONS)

SAE Institute London | 2020 - 2022

IEB MATRICULATE

Reddam House Atlantic Seaboard | 2016 - 2018
Grade A in Art, English, Maths, History, Drama

ACHIEVEMENTS

- [Article Published in the Creativepool Editorial](#)
- [Shortlisted for the Creativepool Annual 2023](#)

REFERENCES AVAILABLE UPON REQUEST