



LIZZIE MILAT

VISUAL DEVELOPMENT ARTIST
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EXPERIENCE

Social Media Intern - THE GARY PAYTON II FOUNDATION

Mar 2026 – Present

- Creating graphics and video content for GPII Foundation Instagram and LinkedIn.
- Communicating with board of directors on content, ideation, scheduling, etc.
- Researching Dyslexia and how it affects youths and young adults.
- Staying up-to-date on foundation events and initiatives.

Social Media and Marketing Assistant - E.B. RUSSEL & CO. REAL ESTATE

Sep 2025 – Present

- Conceptualizing and editing social media posts and email campaigns, studying competitors and industry professionals.
- Creating detailed and designed marketing plans for properties to share with clients.
- Aided in a budgeted home staging project and broker tours, requiring flexibility and research.

Freelance Graphic Designer - AVE AUDIO VISUAL ENGINEERING

Feb 2026 – Feb 2026

- Worked with the company to create a professional and coherent proposal template.
- Advised on website design with visual appeal and useful customer interface.
- Considered both company and client needs, making user-friendly and intelligible designs.

Freelance 3D Prop Artist - DREAM SLAYERS STEAM GAME

June 2025 – July 2025

- Designed stylized 3D props suitable for mid-poly games.
- Modeled, UVed, and textured each prop with revisions.
- Weekly communication with the team and expanded software skillset as needed.

PROJECTS

Director, Visual Development Lead - CANNED FISH SHORT FILM

Sep 2024 – May 2025

- Guided and collaborated with a team of 10.
- Illustrated and 3D textured various props, environments, characters, and additional assets for film.
- Led weekly meetings focused on production, problem-solving, and critique.

EDUCATION

Savannah College of Art and Design

Savannah GA, Sep 2021 – May 2025

Bachelor of Fine Arts in Animation

Minor in Drawing

- Graduated Summa Cum Laude
- Participated in:
 - Sidewalk Arts Festival
 - SCAD Savannah Film Festival
 - Stop-Motion Club
 - Fibers Club

SOFTWARE

Photoshop
Illustrator
InDesign
Maya
Blender
Storyboard Pro
After Effects
Premiere Pro
Substance Painter
Shotgrid (Flow)
Bareis MLS

SKILLS

Concept art
Environment design
Character design
Graphic Design
3D texturing
3D modeling
Storyboarding
Video editing
Creative research

AWARDS AND ACHIEVEMENTS

SCAD Dean's List
(All academic quarters)
SCAD Academic Scholarship
SCAD Achievements Scholarship