



# ETHAN PACE

3D Generalist/Modeler

## Contact:

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## Website:

ethanpacemodeling.com

## Social:

Instagram @Tricontagon

## Profile:

I am a 3D generalist that specializes in 3D modeling, who is dedicated to creating accurate and realistic models through use of extensive reference and personal experience.

## Education:

Bachelor of Fine Arts,  
Gnomon School of Visual  
Effects, Hollywood, CA  
(2021-2024)

## Summary of Skills:

- Deep understanding of the 3D asset, environment, and character creation pipelines, including Unreal Engine 5 and MetaHuman workflows.
- High-poly and low-poly modeling expertise with exacting use of reference to achieve accurate, production-ready results.
- Skilled in integrating scans, custom models, and other assets into cohesive, efficient pipelines.
- Strong project development abilities, including building workflows, troubleshooting pipeline issues, and optimizing for team use.
- Experience recruiting, leading, and managing artists while maintaining project organization and quality standards.
- Flexible collaborator with the ability to take critique constructively and adapt quickly to evolving project needs.

## Professional Experience

**P3 Labs AI**  
3D Modeling and Asset Lead (03/2025 - present)

- I host and arrange meetings, develop our proprietary pipeline, direct my team and use Marvelous, Maya and Substance to create clothing and assets for Metahuman characters, create metahumans using Unreal 5 and integrate materials, lighting and environment setups in Unreal 5.
- I have been instrumental in creating eight high-quality, production-ready digital humans spanning multiple use cases and verticals, including healthcare advisors, retail concierges, museum guides, historical figures, and business development advisors.

**Harris & Bruno International**  
Conventional Machinist/TIG Welder (2017-2019)

- I operated heavy machinery, including manual mills, press breaks, 5 axis mills and water jets. I was also a sheet metal TIG welder for the creation of machine components.

## Design Skills:

### 3D:

- Maya
- Unreal Engine 5
- Marvelous Designer
- Substance Designer/Painter
- Zbrush
- Mari
- Fusion 360

## Rendering/ Compositing:

- Premiere Pro
- Photoshop
- After Effects
- Nuke
- Vray, Arnold, Redshift
- Unreal Engine 5

## Non-Digital Design Skills:

- SLA, DLP & FDM 3D Printing
- Metalworking and Manufacturing
- Mold Making and Resin Casting
- Painting & Post-Processing
- Miniature Design