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L i l a C i c u r e l

Creative Technologist | Real-Time 3D & XR

With a designer's eye I work across art and technology, shaping the user's experience via the systems that make it possible. I'm quick to pick up unfamiliar tools, resourceful when something isn't working, and persistent about seeing a project through.

EXPERIENCE

Afterlife Games | Freelance Designer *CURRENT*

Responsible for environment design on a PvP video game, focusing on player movement and balanced combat spaces.

Bigheavy Studios | Designer *2025–2026*

Coordinated design development in SketchUp, creating 3D models to guide fabrication, and built large-scale installations for live events and fashion houses, including Tory Burch and Lafayette 148. Managed crew tasks and site updates, and liaised with electronics specialists.

Agile Lens | Freelance Designer *2024–2025*

Responsible for Unreal Engine scenes for Four Seasons Hotels & Resorts VR productions, optimizing real-time performance. Developed custom Unreal Engine plugins.

In collaboration with NYU Tandon / WLab, built digital environments and integrated motion capture in Unreal Engine for a live theatre production using an LED volume.

EDUCATION

Pratt Institute | BFA in Art and Technology *2025*

Thesis Independently created an Unreal Engine environment for a physical installation, using motion capture for character animation. Developed an AI-assisted texture workflow using Adobe Firefly and Invoke, transforming original acrylic paintings into custom textures for Unreal Engine environments.

TOOLS AND TECHNICAL PRACTICE

3D and production Unreal Engine 5, Blender, Rokoko, RealityScan, SketchUp, Revit

AI and image workflows ComfyUI, Adobe Firefly, Invoke, Photoshop

Motion and video After Effects, Premiere Pro, motion capture, animation