

Ellen Fritz

3D Artist, Game Developer, Ecological Researcher

ellen0fritz@gmail.com | [linkedin.com/in/3llenfritz](https://www.linkedin.com/in/3llenfritz)
Website/ petrisoup.github.io | CV/ ellens-cv.github.io

EDUCATION

Rhode Island School of Design, Providence, Rhode Island

August 2021- May 2025

BFA in Painting and Computation Technology

Relevant Coursework

Advanced Computer-Generated Imagery, VR Environment Design, Video Games as Literature, Digital Tools for Artists, Screen-based Images, Intro to Web Development, Critical Media Theory, Computation Thesis on game development

WORK EXPERIENCE

Digital Writing, Environments, Location, and Localization Lab, Hybrid/ New York, NY

September 2025-Current

3D Artist, Research Assistant

- Created 60+ 3D assets in Blender for use in Augmented Reality for an NSF- funded research initiative
- Facilitated co-creation workshops with community members to redesign public spaces for climate resilience
- Publicized research findings in journals, symposium presentations, and open-access web experiences

BEAM Studio, New York, NY

May 2025-Current

Lead 3D Game Developer, Art Director

- Designed a game environment modeling coastal ecology in the year 2100, integrating climate data projections
- Built interactive game methodology for scientists and public audiences to visualize future environmental scenarios
- Deployed a playable prototype of Tidelands 2100, a climate futures game, built in Unreal Engine 5

Espinosa Molecular Microbiology Laboratory, Roger Williams University, Remote

December 2025-August 2026

VR Developer, Science Communicator

- Developed a Virtual Reality training program for an emerging technology, an electrochemical genosensor
- Facilitated in-person training program for oyster farmers, using VR program to simulate a lab environment
- Collaborated with biotechnologists and microbiologists to translate their research into public-facing media

National Aeronautics and Space Administration (NASA), Remote

December 2024-May 2025

Game Development Intern

- Developed 3 web-based games for K-12 students focused on NASA's climate science research
- Debugged and optimized Python scripts, improving organizational efficiency of databases
- Maintained and updated HTML/CSS infrastructure across multiple NASA websites for accessibility

RISD Nature Laboratory, Providence, RI

September 2022-January 2025

Microscopy Lab Assistant

- Trained students on lab imaging equipment including electron microscope, photogrammetry, and 3D printers
- Maintained and cared for aquatic species including jellyfish, seahorse, turtles, fish, urchins, snakes, and crabs
- Digitally archived lab specimens through 3D scanning

SELECTED AWARDS

Haystack Mountain School of Craft Residency, Deer Isle, Maine | May 2026

SIGGRAPH Audiovisual Installation Volunteer | July 2026

Rhode Island State Council of the Arts Grant | July 2026-December 2026

Anonymous Was a Woman Environmental Arts Grant, Potter's Pond, RI | August 2025-August 2026

Fish Factory Creative Center Residency, Stöðvarfjörður, Iceland | January 2026

Art Basel Miami Tech Showcase, Miami, FL | December 2025

National Science Foundation Grant, New York, NY | September 2024-August 2027

Maharam Foundation Fellowship, Providence, RI | May 2025-August 2025

Sensescape at Microsoft Garage, New York, NY | May 2025

NSF Fellowship for Environmental Journalism, Providence, RI | May 2024-August 2024

Sevilleta National Wildlife Refuge Research Fellowship, La Joya, NM | May 2023-August 2023

SKILLS

Software: Unreal Engine, Unity, Blender, Zbrush, Maya, Touchdesigner, Rhino, Adobe Creative Suite, MoCap

Coding Languages: HTML/CSS, Python, C/C#/C++, JavaScript, R (data visualization)

Fabrication: Ceramic & PLA 3D printing, CNC routing, 3D scanning, VR/AR hardware, projection mapping, installation

Research: Grant writing, Ecological fieldwork, co-creation workshops, data collection, scientific visualization