

Vanessa Quintanilla

3D Artist

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PROFILE

Detail-oriented and passionate 3D Artist. I love helping in projects that allow me to venture into different aspects of art. From brainstorming, to animating, modeling, texturing, editing, and implementing into game engines.

SKILLS

3D Programs

Experience in 3D Visualization. Using Maya, Unity, Substance Painter, and Unreal Engine. From modeling, texturing, animating both characters and objects, and rendering scenes.

Adobe Suite

Photoshop, After Effects, Flash, Illustrator. Creating textures, adjusting files that need to be modified. Creating simple effects and editing content.

Visual Development

Making reference boards, character design, sketching, laying down flat colors for illustrations.

Collaboration and Organization

Working in both solo and team-based projects. Picking up knowledge in software for pipelines. Shotgrid, Sourcetree, and Fork. Brainstorming, and presenting ideas.

INTERESTS

Video Gaming, Reading, Gardening, Embroidery/Hand Sewing, Volunteering

PROFESSIONAL EXPERIENCE

Junior Animator, Talespin Reality Labs

Mar 2020 – Dec 2021 | Los Angeles, California

- Worked with animation captured by Mo-Cap. Polished animations, pushed them through the pipeline, and implemented them into the game engine.
- Designed and created 3D interior environments to be used in both PC and VR devices.
- Assisted fellow artists with other tasks and research.

3D Artist, Freelance

Aug 2019 – Dec 2019 | Los Angeles, California

- Provided texture and model adjustments to existing models.
- Modeled basic clothing and hard surface geometry for the project.
- Made sure models were cleaned up and ready for integration into the game engine.

Studio Assistant, CopperWillow Paper Studio

Jun 2017 – Dec 2019 | El Segundo, California

- Maintained office space, set up and greet appointments, and helped at the cash register.
- Did assembly for multiple projects while assisting clients over the phone and in person.
- Performed detailed quality checks and prepped/shipped projects. Ran errand when needed.

3D Artist, Freelance - The Chimerical Era

Feb 2018 – May 2018 | Los Angeles, California

- Assisted in creating and modifying 3D environments and props for a VR experience.
- Did adjustments to existing models and cleaned up UVs and textures.
- Also helped in setup and exhibiting at VRLA convention.

EDUCATION

Bachelor's Degree in Digital Media,

Otis College of Art and Design

2012 – 2016 | Los Angeles, California