

# Vanessa Quintanilla

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## SKILLS

- Adobe Suite - Photoshop, Illustrator, Flash and After Effects.
- 3D Programs - Maya, Substance Painter, Unity, Unreal Engine, and Nuke.
- Office - Microsoft Word, Excel, and Powerpoint. Mac and PC literate.
- Fluent in English and Spanish

## EXPERIENCE

### Freelance — 3D Artist

AUGUST 2019 - Present

Aiding clients in creating and modifying assets for 3D ideas. Using programs that range from making and fixing textures in Photoshop. I would model objects in Maya, to prepping and importing into Unreal Engine and Unity.

### Copper Willow Paper Studio — Studio Assistant

JUNE 2017 - December 2019

Provided assistance to other branches of the studio when needed. With a detailed eye, performed quality checks and wraps for pickups and shipments. Worked in the assembly of projects, and archiving of completed jobs. Helped in establishing a friendly environment for clientele, and maintaining office space. Set up appointments, and run errands when needed.

### The Chimerical Era — 3D Artist

FEBRUARY 2018 - MAY 2018

Provided assistance on the Chimerical Era VR project. Worked both in a team environment and independently to make assets for the in-game world. Provided both interior and exterior objects. Made low and high poly models, and textured game assets. Cleaned up pre-made models and prepared them for the game engine. Worked with the team to get ready for convention display and assisted in networking for the project.

### Found Animals Adopt & Shop — Volunteer

2016 - 2017

Provided assistance in the Kitten Foster project. Grew relationships with fellow volunteers to provide a warm and friendly environment for people and animals. Followed procedures and remained calm under pressure. Worked with the team to finish tasks in a timely manner. And provided extra assistance to other programs when needed.

## EDUCATION

### Otis College of Art & Design, Los Angeles, California — B.F.A. in Digital Media

AUGUST 2012 - MAY 2016

Coursework included 3D modeling, animation in both 3D and 2D, editing video projects, illustration, and storyboarding. Worked both independently and in a team to bring ideas to life.