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Profile | Modeler/surfacers with cross-functional skills in lighting and rigging. Combining extensive experience in illustration with highly creative conceptual skills allow me to quickly and efficiently draft ideas and follow them through to completion at a high standard.

Work Experience

March 2015 –
September 2015

Associate Modeler – Electronic Arts Inc. (Burnaby, BC)

Email: lsiojo@ea.com

- Worked on Plants vs. Zombies Garden Warfare 2 Worlds Team
- Tasked with concepting, modeling, and surfacing a diverse range of environmental objects.
- Gained valuable experience working in a highly efficient game studio environment.

January 2014 –
February 2015

Surfacing Artist – Rainmaker Entertainment (Vancouver, BC)

Email: jsavella-mach@rainmaker.com

- Worked on Open Season 4, Barbie - Princess Power and Bob the Builder TV series.
- Tasked with modeling and surfacing a diverse library of assets including characters, sets, props and vehicles.
- Have become highly efficient working in both TV and movie production environments.

Education

2011 – 2013

Fall 2013 Best of Show - 3D Modeling for Animation & Games

The Art Institute of Vancouver
Vancouver, BC

2009 – 2010

University of Colorado
Boulder, CO

Skills

Fluent in Indonesian
Proficient in Photoshop, Maya, Mudbox, Mari, Substance, and Zbrush.

References available upon request