

# VANESSA ROSUELLO | 3D ARTIST

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## EDUCATION

### **CG Spectrum College of Digital Art and Animation** *Advanced 3D Modeling Course*

Mentored by Anton Tenitsky | AUG 2021-MAY 2022

- 3 Term (9 month) intensive course focusing on 3D environment art and 3D character art

### **University of Southern California Los Angeles, CA** *B.A. Degree - Digital Arts and Animation*

Honors: Cum Laude (3.5 GPA) | MAY 2018

- 3D Generalist Education (*animation, rigging, modeling, lighting*)

## EXPERIENCE

### **Academy of Art University San Francisco, CA** *3D Animation and VFX Lab Technician*

JUNE 2019 - MAY 2020 | SEPT 2020 - MAY 2021

- Mentored students during lab hours and assisted with both 2D and 3D software including ZBrush, Maya, and Photoshop
- Performed troubleshooting on various softwares for faculty and students

## PROJECTS

### **Home - Master's Thesis Film** *3D Character Modeler/Texture Artist*

APR 2021 - SEPT 2021

- Worked from concept art to create 3D models
- Integrated assets into Unreal Engine 4

### **The Menace from Above - Master's Thesis Film** *Character Artist*

JULY 2020 - MARCH 2021

- Developed and created concept art for all film characters
- Created 3D characters and implement blendshapes

### **Liquidators - Master's Games Project** *3D Modeler/Texture Artist*

DEC 2019 - JULY 2020

- Integrated props and other assets into Unreal Engine 4
- Coordinated with engineering and production teams
- Liquidators Steam Page: <https://bit.ly/3pdpwT8>

## SKILLS

3D Modeling (high and low poly)  
Organic Modeling  
Hard Surface Modeling  
Character Modeling  
Prop Modeling  
Texturing and Baking Assets  
UV Mapping  
PBR textures  
Hand-painted/NPR textures  
Rendering  
Blendshapes  
Basic rigging

## SOFTWARE

ZBrush  
Unity  
Maya  
Unreal Engine 4 and 5  
3DCoat  
Marvelous Designer  
Blender  
Substance Painter  
Marmoset Toolbag  
Adobe Photoshop  
Adobe AfterEffects  
Adobe Illustrator  
Arnold  
Redshift  
Mental Ray

## LANGUAGES

English (native)  
Tagalog (basic)