

## EXPERIENCE

### **Outward, Inc. *Subsidiary of Williams–Sonoma Inc.*** **Senior 3D Artist**

DEC 2022 - NOV 2023

- Designed showpiece scenes for use as an immersive “Virtual Tour” in online retail
- Managed and mentored a team of 6 artists both remote and onsite
- Developed workflow for Augmented Reality (AR) used for over 6000 texture assets
- Worked in a cross-disciplinary role integrating art assets and engineering workflows
- Created and delivered photorealistic 3D assets

### **Academy of Art University** **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
- Maintained renderfarm and guided students through renderfarm use
- Performed troubleshooting on various softwares for faculty and students

## PROJECTS

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

APR 2021 - SEPT 2021

- Designed final look for 3D assets
- Integrated art assets into Unreal Engine 4, including rigs, textures, and props

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

DEC 2019 - JULY 2020

- Integrated digital assets into Unreal Engine 4 using version control software
- Coordinated with engineering and production teams
- Developed an interactive experience boasting "Overwhelmingly Positive" reviews on Steam: <https://bit.ly/3pdpwT8>

## EDUCATION

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

Mentored by Anton Tenitsky | AUG 2021-MAY 2022

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

Honors: Cum Laude (3.5 GPA) | MAY 2018

## 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  
Node-based programming

## 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)