

MARIA CIFUENTES

3D Artist — Model, Texture, Look Development

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EXPERIENCE

Junior Texture Artist — *Industrial Light & Magic*

MAY 2022 - PRESENT

- Work closely with Supervisors, Leads, Production Teams, Modelers, and Look Development TD's to achieve the desired look of photoreal models including creatures and/or hard surface models
- Ingest various textures from 3PP into the ILM pipeline to match the render and quality expectations
- Participate as a team member in identifying solutions and troubleshooting

Junior Digital Asset Artist — *Lucasfilm Animation*

JULY 2021 - MAY 2022

- Build well crafted proxy and high resolution assets for use in previz and post environments with aesthetic fidelity true to the source concept art and designs
- Work with the Asset Director and Art Director to ensure models are consistent with the show's style
- Create Substance Designer materials to be implemented into the show

Digital Asset Support Intern — *Lucasfilm Animation*

MARCH 2021 - JUNE 2021

- Helped the team integrate Substance Designer into the pipeline and created materials for various purposes
- Supported the story team by creating proxy rigs of characters, vehicles, props, and sets
- Built proxy, high res and textured various props

3D Generalist — AAU StudioX

MAY 2020 - JUNE 2021

- Demonstrate the ability to follow art direction while exhibiting initiative when producing realistic & stylized 3D models and textures
- Check quality and improve upon previously created assets and textures

Model and Texture Artist — *PulseVolt Studio*

MAY 2020 - JUNE 2021

- Collaborate with a team from different studios to create a short film
- Modeled and textured stylized props, characters and sets based on provided design
- Rendered basic material tests in Unreal Engine

EDUCATION

BFA Animation & Visual Effects

- Look Development Emphasis
— Academy of Art University

AUGUST 2018 - MAY 2021

Diploma on Asset Creation for Film — *Think Tank Training Centre*

AUGUST 2019 - AUGUST 2021

Architecture Studies — *Florida Atlantic University*

AUGUST 2015 - MAY 2018

SOFTWARE

Maya	Photoshop
ZBrush	Substance Designer
VRay	Substance Painter
Katana	Arnold
Mari	After Effects
Nuke	Mac OS
Linux OS	Windows OS

AWARDS

Foundations Scholarship

Winner — Think Tank Training Centre

3dtotall Excellence

Award — 3dtotall

Student Success Grant —

Academy of Art University