

Contactar

samantha.zavalza@gmail.com

www.linkedin.com/in/

samanthazavalza (LinkedIn)

Aptitudes principales

3D Modeling

Maya

Mudbox

Languages

English (Full Professional)

K. Samantha Zavalza M.

3D Modeling & Texture Artist

Mexico City Area, Mexico

Extracto

I'm a 3D Modeling and Texture Artist.

I find moving edges and vertices around, really entertaining.

Most of my formation comes from my time at Metacube, where I participated in the production The Day of the Death, creating multiple low, mid and high poly props. I have modeled for the videogame and advertising industries, as well. And have some experience with 3D printing.

Particularly, I love modeling stylized environments and props. The fact of being able to tell a story through a small object with just a couple of materials, never ceases to amaze me. It is the idea of reaching people through this kind of storytelling that inspires me to keep persisting as a modeler.

Experiencia

Yeltic

3D Modeling & Texture Artist

marzo de 2018 - Present

José María Ibarrarán 84, San José Insurgentes, 03900 Ciudad de México, CDMX

Low poly modeling and texturing of characters and environments for VR projects.

Cosmogonia

3D Modeler | Freelance

junio de 2017 - agosto de 2017 (3 meses)

Low poly modeling of props, animals, buildings and foliage for a VR project.

2DNutz

Prefabs Modeler & Level Decorator | Intern

noviembre de 2016 - mayo de 2017 (7 meses)

Prefabs modeling and level decoration for their next video game, Sancho Villa, The Next Revolution.

Demente Estudio

Compositing & 3D Modeler | Summer Intern

junio de 2016 - julio de 2016 (2 meses)

Modeling for advertising and editing and compositing for a web series.

Vancouver Film School

Course | Video Game Design & Development

junio de 2016 - julio de 2016 (2 meses)

Metacube Technology & Entertainment

Props Modeler | Summer Intern

junio de 2015 - julio de 2015 (2 meses)

Low, mid and high poly props modeling for their next film, The Day of the Death.

Educación

Tecnológico de Monterrey

Licenciatura en Animación 3D y Arte Digital, Animation, Interactive Technology, Video Graphics and Special Effects · (2012 - 2017)