

# ISABELLA MARTINEZ LUNA

## 3D CHARACTER ARTIST

### EXPERIENCE

#### **3D Character Artist** “AJAX Project” / 2020

- Responsible for modeling multiple stylized characters
- Sculpting high-poly figures from single image or real life references
- Creating an asset with minimal art direction at a high quality

#### **3D Artist** “Ohzone Inc” / 2020

- Scanning of objects for photogrammetry use
- Responsible for cleanup/texturing of photogrammetry models
- Documentation of proprietary tools
- Simulation/Animation of 3D garments

#### **3D Character Artist** “The North Atlantic” / 2019

- Responsible for modeling, texturing, shading and rendering based on concept
- Applied various modeling and sculpting techniques; optimized the model for game engines and film
- Worked effectively in a fast-paced environment with minimal supervision

#### **3D Character Artist** “Clawdette” Short Film / 2019

- Created model from concept by Amy Gohal.
- Worked alongside supervisor Vaughn Smith for modeling

#### **3D Character Artist** “Hi, I’m Steve” Animated Series / 2018

- Modeled mermaid character “Shelly” for Steve’s Catch episode
- Developed model strictly from concept art to maintain consistency
- Reviewed dailies with art director via Shotgun for feedback

#### **3D Modeler** “Is this Heaven” VFX Live Action Short Film / 2018

- Created 3D models of ship wreckage and CG assets for short film
- Collaborated with director to identify composition and layout for PreVis

### ACHIEVEMENTS

**Finalist** VFX/3D Animation/Internship Category, Rookie Awards / 2019

**Runner Up** Stylized Organic Modeling, AAU Spring Show / 2019

### EDUCATION

**BFA Animation & Visual Effects, 3D Modeling** / 2015 – 2019

Academy of Art University – San Francisco, CA

### ADDITIONAL EXPERIENCE

**Organizer** Visual Effects Society – San Francisco / 2018 - Present

- Assist with organizing film screenings and events across multiple Bay Area studios; helped manage logistics for VES Summit

### CONTACT

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### SKILLS

3D Modeling  
Digital/Traditional Sculpting  
Look Development  
Texturing  
Texture Baking  
UV Unwrapping/Mapping  
Lighting  
Retopology  
Photogrammetry Cleanup  
Blend Shapes  
Rendering  
Digital Painting  
Video Editing

### SOFTWARE

Maya  
ZBrush  
Photoshop  
UV Editor  
Mari  
Mudbox  
Arnold  
V-Ray  
Nuke  
Marvellous Designer  
Shotgun  
Substance Painter  
Clip Studio Paint Pro  
Premiere Pro  
Microsoft Office

### LANGUAGES

English & Spanish

### HOBBIES

Concert Photography  
Video Games  
Twitch Streaming  
Cinematography