

Maria Carriedo

LOOK DEV / TEXTURING / LIGHTING / MODELING

3D artist in the Entertainment industry.

Passionate about visual development and storytelling through art.

email - maria@mariacg.com

portfolio - mariacg.com

818 723 3664

Skills

- Strong skills in 3D, including modeling, texturing, look development, lighting and compositing.
- Experienced with both real-time and pre-rendered pipelines
- Strong knowledge of visual communication
- Ability to create stylised and realistic assets in 3D
- Proficiencies include Maya, Mari, Photoshop, Substance Painter, Substance Designer, Zbrush, Marvelous Designer, Mudbox, Nuke and After Effects.

Experience

3D Generalist - Commercials

Psyop

2016-2017

3D Generalist - Commercials + Films

Digital Domain

2016

Character Modeler/Texture

Unannounced game project

2016

Look Dev/Texturing, Lighting. Modeling/Sculpting

Psyop

2015

Clash of Clans project intern.

Unannounced VR project

3D Modeler and Motion Graphics

Taboo Digital

2011

3D models for ad campaigns, 2D illustration and animation for motion graphics.

Clients include Cinepolis, Mazda and Coca-Cola

3D Modeler

Imagination Films

2010

Alley of Dreams - Environment and prop modeler

Education

Gnomon School of Visual Effects

Certificate in Digital Production for Entertainment - Modeling and Texturing Track

2014 – 2016

Universidad Iberoamericana

Bachelor in Interactive Design

2009 – 2013

Publications

3D World issue #196 - July 2015

Artist Showcase

3D World issue #198 - September 2015

Character modeling and texturing workshop