



ADRIANA NIETO

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Objectives

- To expand and gain creative and technical skills in the field.
- To create CG art in a professional environment that promotes both creative and technical skills.

Work Experience

FREELANCE • CHARACTER ARTIST • Jan 2013 - Present

- Manage time constraints, pipelines and coordinated project with clients.
- Created client network from contacts.
- Full Characters: Modeling and textures maintaining desired look from the client or the Art Director.
- Concept Art: for polishing and finishing designs and ideas the clients pitch.
- Coo-working with Assembly 3D, developing characters with their technical needs, meeting productivity and quota targets.

RDYA • CHARACTER ARTIST - 3D MODELER • BUENOS AIRES, ARGENTINA • Nov 2013 - Mar 2015

- Create full characters: mainly modeling and texturing.
- Concepting creatures and boards for other publishing purposes.
- Rebranding Campaigns: Designing and 3D modeling, Rendering and Photo Editing.

GIZMO • MAIN CHARACTER ARTIST • BUENOS AIRES, ARGENTINA • Aug 2011 - Jan 2013

- Primary tasks: Modeling, texturing and shading characters.
- Secondary tasks: Concept design for characters.
- Troubleshoot creative and technical issues as they arise.
- Supervised fellow character modelers & freelancers to create their models technically correct for animation.
- Gained experience in lighting, rendering and compositing shots.

RAINMAKER ENT. INC. • SURFACE / TEXTURE ARTIST • VANCOUVER, CANADA • Jan 2011

- Created multiple types of surfaces, maintaining desired surface look and feel for characters.
- Handled the Surfacing setups.
- Settled standard surface textures and readied surface files for lighting.
- Troubleshoot creative and technical issues as they arise.
- Communicate with other teams for surfacing needs (primarily Modeling) and provide for other department's needs (primarily Lighting).

ELECTRONIC ARTS • ASSISTANT MODELER • BURNABY, CANADA • Apr - Aug 2010

- Understanding the pipeline and working with Senior Artists to understand art direction, style requirements and keep consistency in style and quality.
- Primary tasks: Modeling and texturing characters and props for new mode in Fight Night Champion.
- Received feedback and modified work based on direction.
- Ensured 3D models bend and deform according to animation needs (cleaning topology).
- Documenting status and errors of assets while developing troubleshooting skills with guidance from Senior Artists and Technical Artist when reviewing assets in game.

Education

- Imaginism Studios In-House Workshop • Toronto, Canada • Jun 2012 • Completed.
 - Seminar "Objective Hollywood" • Mexico City, Mexico • May - Jun 2011 • Completed.
 - VanArts: Game Art & Design Diploma • Vancouver, Canada • 2008 - 2009 • Graduated.
 - Emily Carr University: Fine Arts Techniques • Vancouver, Canada • 2010.
 - Westbridge Film School University: 2D and 3D Animation • Mexico City, Mexico • 2006 - 2008.
 - Maddox Academy: Primary, Secondary and High School, Business Certificate, and English Teacher's Certificate • Mexico City, Mexico • 1994 - 2006.
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Achievements

- Taught several Zbrush Workshops at Da Vinci School • Buenos Aires, Argentina • 2013 - 2014
 - Chosen to take the Imaginism Studios In-House Workshop • Toronto, Canada • Jun 2012
 - Gave a conference at Valle de Mexico University: "3D Design, an experience abroad" • Queretaro, Mexico • March 2011.
 - Won contest for scholarship to Seminar "Objective Hollywood" • Mexico City, Mexico • May-Jun 2011.
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Skills

DESIGN

- Sketching • Clay Sculpting • 3D Modeling • Painting • Drawing • Storyboarding

COMPUTER

- Adobe Photoshop • Pixologic ZBrush • Autodesk Maya • Autodesk 3ds Max • UV Layout • Roadkill xNormal • CrazyBump • Adobe Premiere • Adobe After Effects • The Foundry Nuke • Corel Painter • Adobe Illustrator • Adobe Flash • Animo • Microsoft Office

LANGUAGE

- Native skills in Spanish.
 - Written and oral fluency in English.
 - Basic French comprehension and oral skills.
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Interest and Hobbies

- Sports (Soccer, Tennis, Hiking, Cycling, Volleyball, Golf)
- Listening and discovering music
- Saturday's sketch group (drawing and sketching)
- Discover new artists' work and techniques.
- Video games.
- Crocheting

- References and recommendations available upon request •