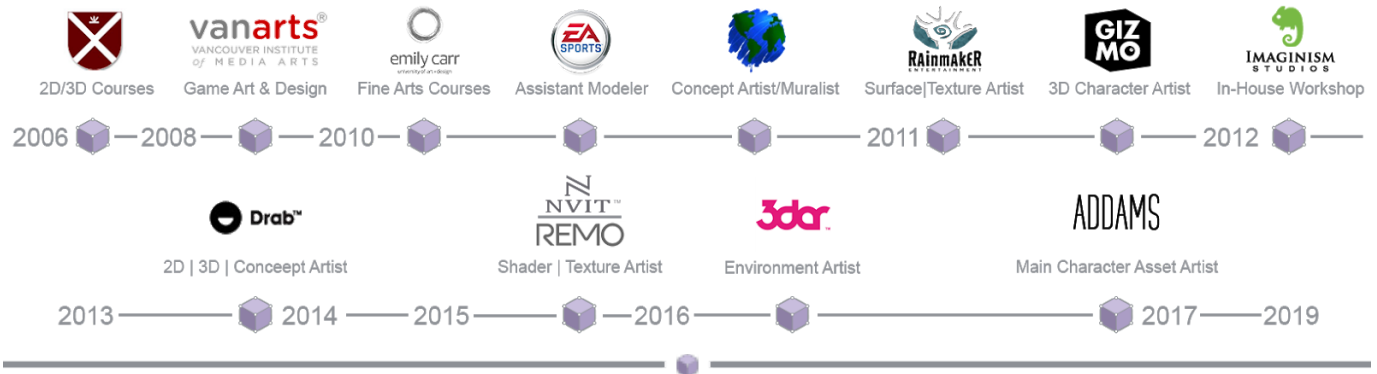




ADRIANA NIETO

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[Linked In Profile](#) • [ArtStation Portfolio](#)



Objectives

- To expand and gain creative and technical skills to become a Lead Artist.
- To create art in a professional environment that promotes both creative and technical skills.

Work Experience

FREELANCE • CHARACTER ARTIST/3D ARTIST • Intervals from Jan 2013 - Present

- Manage time constraints, pipelines and coordinate with clients (Gizmo|Remo|3dar|Addams|Others).
- Created client network from contacts.
- Full Characters: Modeling and textures maintaining desired look from the client or the Art Director.
- Full Props: 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.

ADDAMS • MAIN CHARACTER ASSET ARTIST • ARGENTINA / USA • Nov 2016 - Present

- Primary tasks: Designing, modeling and texturing characters assets.
- Secondary tasks: Managing and directing new 3D Artists.
- Troubleshoot creative and technical issues as they arise.
- Gained experience using light baking to use as base for creating textures.

3DAR • ENVIRONMENT ARTIST • BUENOS AIRES, ARGENTINA • Apr - Oct 2016

- Primary tasks: Modeling and sculpting props, objects and vegetation to complete scenes required.
- Secondary tasks: Set dressing, polishing and fixing.
- Gained experienced and helped maintain a standard with my coworkers of the project to create models technically correct for VR real time requirements.
- Gained experience in workflow and requirements for VR for Unity engine.

REMO | NVIT • SHADER AND TEXTURE ARTIST • BUENOS AIRES, ARGENTINA • Oct 2015 - Mar 2016

- Primary tasks: texturing and shading hyper realistic materials for product catalog.
- Secondary tasks: Compositing final images of the products in photoshop.
- Worked closely with NVIT owner and designer to match the look & feel of high-tech & exotic materials.
- Gained experience in lighting, rendering and compositing .

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

- Primary tasks: Create full characters. Mainly modeling and texturing.
- Secondary tasks: Concepting creatures and boards for other publishing purposes.
- Rebranding Campaigns: Designed alongside graphic designers, 3D modeling, rendering & photo editing.

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

- Primary tasks: Modeling, texturing and shading characters and props.
- 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.

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

- Created multiple types of surfaces, maintaining desired surface look and feel for characters.
- Settled standard surface textures and readied surface files for lighting.
- 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

- Primary tasks: Modeling and texturing characters and props for Fight Night Champion.
- Ensured 3D models bend and deform according to animation needs (cleaning topology).
- Documented status and errors of assets while developing troubleshooting skills.
- Gained understanding in working with senior artists to keep consistency in style, quality and art direction.

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.

Achievements

- Taught Zbrush Workshops at Da Vinci School • Buenos Aires, Argentina • 2013 - 2014
- Apprentice for 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.

Skills

DESIGN

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

SOFTWARE

- 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.

Interest and Hobbies

- Sports (Crossfit, Soccer, Tennis, Hiking, Cycling, Volleyball, Golf)
- Listening and discovering music
- Discover new artists' work and techniques.
- Video games (The Legend of Zelda, Monster Hunter, Witcher 3, Civilization Series).
- Crocheting

- References and recommendations available upon request •
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