

Ambre first

3D Artist

Contact:

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Portfolio: [Invalid URL remove kiya gaya]

Summary:

An experienced 3D artist, proficient in Autodesk Maya. 5 years of experience working in the film, television and video game industries. Strong character modeling, animation and rendering skills.

Skills:

3D Software: Autodesk Maya, Blender, ZBrush

Animation: Character Animation, Motion Capture, FX Animation

Modeling: Character Modeling, Environment Modeling, Hard Surface Modeling

Rendering: Arnold, RenderMan, V-Ray

Post-production: Adobe Photoshop, Adobe After Effects

Experience:

3D Artist

Film:

2023: "The Last Stand" - character modeling, animation

2022: "A New Hope" - Environment modeling, rendering

Television:

2021: "Game of Thrones" - FX Animation

2020: "The Mandalorian" - character modeling, animation

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