

# Erika Moya Treviño

## 3D Artist

Vancouver, Canada

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## Experience

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### Freelancer

Many places

February 2017 – Present

Mostly been working on 3D printing projects but also game assets and renderings. You can see some of these in my website.

### Catrina's Plight | 3D artist

Vancouver Film School

September 2016 – November 2016

In a team of four I modeled, rigged and worked in the materials for all characters with one exception. Modeled every environment asset. I was also in charge of lighting and particles. Used Maya, Blender, Substance Designer and Unity.

### Crimson Grit | 3D artist

Vancouver Film School

March 2016 – June 2016

As the main artist in a team of four I modeled, rigged, textured, animated, rendered and implemented every character and environment asset to use as 2D sprites with normal maps in Unity using Blender.

### Tyr: Chains of Valhalla | 3D artist

Ennui Studio

February 2014 – November 2015

With a team of around 10 people. I modeled, rigged, animated and textured for different projects at Ennui Studio using Maya, Blender, Substance packages and Unity.

## Education

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### Maya + 3DS Max Animation

Ethos Academy

January 2013 - August 2013

Learnt basics for Autodesk Maya and 3DS Max.

### Game Design

Vancouver Film School

January 2016 – December 2016

One year intensive program. Chose Programming and Art streams. Won Excellence in Art award.

## Professional top skills

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- 3D modelling
- 3D rigging
- Texturing
- 3D animation
- Python
- C#

## Software

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- Blender
- Autodesk Maya
- Adobe Photoshop
- Unity 3D
- Pixologic Zbrush
- Substance Painter
- Substance Designer
- 3D Studio Max
- Perforce
- Github

## Also passionate about

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- Programming for fun or to fix inconveniences
- Finding the best practical way to do whatever it is I'm doing
- Exploring (be that ideas or places I find interesting)
- Traveling
- Keeping on learning and improving in life