

Erika Moya Treviño

3D Artist

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Experience

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

Maya + 3DS Max Animation

Ethos Academy

January 2013 - August 2013

Learned 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

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

Software

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

Also passionate about

- Programming for fun or to fix inconveniences
- Travelling
- Experiencing new things and learning about different cultures