

Maritza Louis

Character Modeler | CG Artist

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Overview

Working for 13+ years on projects ranging from animation, VFX, shorts, games and cinematics, has fostered a diverse range of skills that I have been able to add to my industry tool belt. This experience has made me comfortable in various team sizes, with tight production deadlines while maintaining efficiency in my workflow. I am interested in adding further growth with a motivated team, to take on new production challenges and memorable projects.

Skills



Organized | Team & Individual Work Environments | Focused | Problem solving | 13 + Years of industry experience

Technical Organic Modeling • Hard Surface Modeling • Digital Sculpting • Texture Creation • Look development • UV • Asset Management • Blendshapes • Retopologizing • Skinning • Various Pipelines: Animation/ VFX/ Games /Cinematics/ Commercial/ Shorts/ Figures/ Printing

Software Autodesk Maya • Autodesk 3ds Max • Pixologic Zbrush • Autodesk Mudbox • Adobe Photoshop • Redshift • Mari • Substance Painter • Substance Designer • Adobe After Effects • Adobe Premiere • Shotgun • Perforce • Microsoft Applications

Operating Systems Windows • Linux • Mac

Experience

Modeling Lead – Stellar Creative Lab. October 2017 – September 2018

GoldenAge (TBA); The Ark and the Aardvark (2018)

Sr. Modeler – Sony Pictures Imageworks. January 2016 - October 2017

Spider-Man: Into The Spider-Verse (2018); Spider-Man: Homecoming (2017); The Emoji Movie (2017); Smurfs: The Lost Village (2017); Ghostbusters (2016)

Character/ Environment Modeler – Nitrogen Studios. September 2013- November 2015

Sausage Party (2016)

Character Artist - Rockstar Vancouver. September 2009 - December 2012

Grand Theft Auto 5, Max Payne 3

Modeling Lead/ Surfacing/ Fur - Rainmaker Entertainment Inc.: Gaming Division September 2008 - September 2009

Assassins Creed 2; Splinter Cell: Conviction; Ting and Juma: Logo short; ReBoot Teaser; Cheersquad 2; Luna (short); Shaun White Snowboarding: World Stage

Modeling Supervisor - Rainmaker Entertainment Inc.: Gaming Division March 2008 - September 2008

Ghostbusters: The Video Game; FEAR 2

Sr. Modeler: Gaming Division - Rainmaker Entertainment Inc. 50 Cent: Blood On The Sand	November 2007 - March 2008
Environment Modeler/ Set Dressing/ Cloth Simulation - Vanguard Animation. Space Chimps (2008)	March 2007 - November 2007
Character Modeler/ TD Assistant - Electronic Arts Canada. March Madness 2007; Fifa 2007; NBA Live 2006; Xbox 360 Fifa 2006	February 2005 - March 2007
Character Modeler/ Set Modeler - Bardel Entertainment Inc. Happily N'Ever After (2006)	January 2005- February 2005

Education

Vancouver Film School- 3D Animation & Visual Effects Diploma, Vancouver, BC. 2004

References Available Upon Request