

Maritza Louis

Character Modeler | CG Artist

maritzalouis@gmail.com

www.maritzalouis.com

778.892.1857

Overview

Working for 14+ 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 | 14 + 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 • Vray • Marvelous Designer • Mari • Substance Painter • Substance Designer • Adobe After Effects • Adobe Premiere • Shotgun • Perforce • Microsoft Applications

Operating Systems Windows • Linux • Mac

Experience

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|---|--------------------------------|
| Modeling/ Texturing Artist – Method Studios | October 2018 – March 2019 |
| Ford Vs. Ferrari (2019) | |
| The Kitchen (2019) | |
| TBA (2019) | |
| Modeling Lead – Stellar Creative Lab. | October 2017 – September 2018 |
| GoldenAge (2018) – Modeling Supervisor | |
| The Ark and the Aardvark (2018) – Modeling Lead | |
| 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 – Cinesite | 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. November 2007 - March 2008

50 Cent: Blood On The Sand

Environment Modeler/ Set Dressing/ Cloth Simulation - Vanguard Animation. March 2007 - November 2007

Space Chimps (2008)

Character Modeler/ TD Assistant - Electronic Arts Canada. February 2005 - March 2007

March Madness 2007; Fifa 2007; NBA Live 2006; Xbox 360 Fifa 2006

Character Modeler/ Set Modeler - Bardel Entertainment Inc. January 2005- February 2005

Happily N'Ever After (2006)

Education

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

2004