Maritza Louis

Character Modeler | CG Artist
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Overview

Working for 15+ 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 | Remote Ready

Technical Organic Modeling • Hard Surface Modeling •Digital Sculpting • Texture Creation• Visual 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 •UV Layout •Shotgun •Perforce •Adobe Premiere •Microsoft Applications

Operating Systems Windows • Linux •Mac

Experience

Senior Modeling Artist - Cinesite — September 2020 - Present

Animated Feature (TBA)

Senior Modeling Artist - Animal Logic — June 2019 – August 2020

DC SuperPets (2022)

Senior Character Modeling Artist - Freelance – Goldtooth — April 2019 – June 2019

(TBA) Game Character Development (2020)

Modeling/ Texturing Artist - Freelance – Cat Mountain Studios — January 2019 – April 2019

(TBA) Netflix Documentary (2020)

Senior CG Generalist - Freelance – Atomic Studios — January 2019 – April 2019

The Last Kids On Earth (2019)

Modeling/ Texturing Artist – Method Studios — October 2018 – March 2019

Ford Vs. Ferrari (2019)

The Kitchen (2019)

For All Mankind (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

Volunteering | Affiliations

Rise Up Animation - Mentor

Woman In Animation - Member

References Available upon request