

VICTORIA MUÑOZ

3D Modeler/Texture Artist

vamunoz1999.artstation.com

College Station, TX.

vamunoz@sbcglobal.net

OBJECTIVE

I am a visual artist with an interest in Architecture and 3D modeling. Experienced in Project Managing and starting projects by collaborating with visual artists. Creating animation and environments that have purpose and meaning have been something I have a passion for.

EDUCATION —

Texas A&M University
College Station, TX.
Bachelor of Science in
Visualization
Minor: Art & Architecture History

Anticipated Graduation Date:
August 2016 - May 2021

University of Brighton
Brighton, Eastbourne,
England (Study Abroad)
Visual Language & Personal
Voice Course
January 2019 – May 2019

KEY SKILLS —

Software

Maya - 4 years
Substance Painter - 4 years
Renderman - 4 years
Unreal Engine - 1 year
Cinema 4D - 2 years
SketchFab - 1 year
Adobe Suite - 6 years
Marmoset Toolbag - 1 year
Revit – Class 1

Languages

Python, C++, HTML

EXPERIENCE

June 2020 – January 2021

Project: London Storefront

Project Manager • Modeling Lead

Created a small studio to work with teammates of different skills to create an architectural environment project

- Created all models through Maya and used proper mesh standards for the texture artist
- Used Excel spreadsheets to organize tasks within the group and give proper due dates weekly
- Helped with finalizing the lighting, developing realistic renders through Renderman

January 2020 - May 2020

Team “Studio Wake” • Project Manager • Modeling Lead

- Created attainable weekly goals for the entire team
- Collaborated with teammates to develop a consistent style across all models as well as clean topology
- Worked alongside Art Lead to ensure environment met visual standards and detailed models
- Lead Rigger - Solely created the main character rig and secondary character rig. Created additional controls for refined animation

August 2019 – December 2019

Lead Environment Artist • Modeling Lead • Visualization Studio

- Modeling Lead – Created a stylized theater and stage
- Promptly arranged the models to be unwrapped and sent to the texturing team while structuring layout
- Worked with RELLIS StarLab to create a motion capture of our main character to use for animating our short film