



MELISSA DE SOUZA

3D ARTIST

[604] 704 8015
melissars3d@gmail.com
melissasouza3d.com

OBJECTIVE: Be part on a company that values my skills and experiences. A company where I can grow as a professional and team member.

EDUCATION

La Salle College / The Art Institute of Vancouver

July 2016 - March 2018

3D for Animation and Games Diploma Program

Study focusing on 3D modeling techniques including high and low poly modeling, texturing, lighting, rendering, as well as industry parameters and pipelines.

Pontifical Catholic University of Rio de Janeiro (PUC-Rio)

July 2008 - December 2013

Graphic Design - Bachelor of Industrial Design

Learned how to create logos, visual signatures, corporate identities, signage projects, packaging, editorial projects, and the entire range of print media.

SOFTWARES

Maya
Mari
Zbrush
Mudbox
Nuke
Photoshop
Renderman

RELEVANT QUALIFICATIONS

High and Low Poly 3D modeling
High Resolution Sculpting
Character modeling and Retopology
Texture development
Skilled at generating organic modeling
Easy to coordinate with artistic teams

LANGUAGES

Portuguese: Native
English: Fluent
Spanish: Basic

EXPERIENCE

Labareda Design and Communication

June 2014 - May 2016

Graphic Designer/ Illustrator

Worked with Clients, receiving their content for childrens' books
Created concepts for the illustrations
Delivered the artwork for the client on time
Managed active projects by communicating with producers and Illustration departments

ECOBAND - Environmental Management

May 2012 - June 2013

Graphic Designer/ Illustrator freelancer

Created a digital presentation for a public revitalization project
Prepared quotes, presented ideas and followed up with client to ensure their requirements were met

2D Lab - Cartoons Laboratory

May 2012 - June 2013

Intern Graphic Designer/ Illustrator

Designed game interface for children's website
Created all characters and graphics