

SOFIA MARQUEZ MATA

3D GENERALIST, MODELING & LIGHTING

Versatile CG Generalist specializing in Modeling and Lighting, with a proven track record at ArtCenter College of Design, adept in Maya, Zbrush and Unreal Engine. Sculpted innovative 3D Models, lit environments and led a 30-person team to create a short film. Excelling in problem-solving and team building, embodying adaptability with a keen eye for detail.

CONTACT

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Los Angeles, CA

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CORE SKILLS

- Character CG Modeling, Environment Set Modeling, Prop Modeling, Organic and Hard-face Modeling, Asset creation, Digital ZBrush Sculpting, Character topology, Set Dressing, Character Anatomy.
- CG lighting, CG visual effects, final lookdev, final rendering
- CG Texturing, photorealistic/stylized textures, Organic/Hard surface textures
- Environment Design, Visual Design
- Computer Animation, Character Rigging

COMPUTER/ SOFTWARES

- Autodesk Maya
- Arnold
- Unreal Engine
- After Effects
- Z-brush
- ToonBoom
- Substance Designer
- Cinema4D
- Substance Painter
- Nuke
- Blender
- Storyboard Pro
- Photoshop
- Illustrator

SOFT SKILLS

- Problem-solving
- Critical thinking,
- Adaptability
- Attention to Detail
- Creative thinking
- Positive Attitude
- Communication skills
- Highly organized

AWARDS

LEADERSHIP AWARD NOMINEE

ArtCenter College of Design, 2024

CINEMATIC EUROPEAN FILM FESTIVAL

Best Animation, 2022

HONDA EXCELLING SCHOLARSHIP

ArtCenter College of Design, 2023

EDUCATION

ARTCENTER COLLEGE OF DESIGN - B.S Entertainment Design- Animation;

Graduation date: April 2024

•GPA 3.94 (Graduating with Distinction)

•Provost's List of Honors

RINGLING COLLEGE OF ART AND DESIGN - Computer Animation; Fall 2018 to Spring 2020

EXPERIENCE

Film Director, CG Supervisor & Production Manager, "No Vacancy" short film

ArtCenter College of Design, 2023-present

- Led and managed a group of 30 people, overseeing all artistic and technical aspects needed in the creation and delivery of a CG animated short film
- Created CG models of characters and hard-face models of props assets, environment sets and established style of correct modeling poly count, anatomy and topology using Maya and Zbrush
- Textured and corrected Uvs of models to prepare files for later rendering
- Created all lighting final shots and visual effects simulations in Unreal Engine for finalized look of the film
- Rigged and animated various human and animal characters in Maya for high performance film production
- Wrote and directed a 3-minute CG short film supervising and participating in all stages of the pipeline

CG Modeler, Part-time

"Sunny State Studios", Hartbeat Studios, Los Angeles, CA, Jan-April 2023

- Sculpted over 15 character poses in Zbrush to be used for animation following technical drawings
- Created unique assets and tilable textures in Maya, Zbrush, Substance Designer
- Modeled 2 stylized environment interiors in Maya to be used in the production pipeline for 3D printing as a 3D assistant in a demanding production environment in collaboration with director
- Applied principles of Computer Science, python and Mel scripting in implementing 3D animation projects

Teaching Assistant, Animation Department

ArtCenter College of Design, 2022-present

- 2D mechanics TA Studio, Spring 2022: assisted students in learning the principles of 2D animation using paper animation and toon boom harmony
- Environment Modeling for Games TA, Spring 2024: assisted students in learning Unreal Engine workflow

CG Modeler and Camera Layout Internship,

Los Desterrados, Pasadena, CA, Summer 2021

- Created sequences following rough storyboards to achieve cinematic camera layouts
- Utilized 3D tools and Modeling experience and camera work to achieve visual appealing sets and

Director & Animator, "The Gondolier" short film

Art Center College of Design, 2022

- Directed a group of 20 fellow students in the making of the short, animated film "The Gondolier" making use of my problem solving thinking, leadership skills and organization to overcome production issues and technical struggles
- Executed lighting, shadows and water VFX results in After Effects