

Maria Luiza Mota

3D Modeler and Texture Artist

contato.malumota@gmail.com

Vancouver, BC | Open Work Permit

Links

Demo Reel

www.linkedin.com/in/maluomota/

Profile

I am a 3D Modeler and Texture Artist, proficient in Maya, ZBrush, Substance Painter and Adobe Photoshop.

My expertise lies in transforming 2D reference art into vibrant 3D models. My background in the advertising industry has equipped me with the skills to excel in fast-paced, deadline-oriented settings.

SKILLS

Modeling, UV Unwrapping, Retopology, Shading, Texturing and Lighting.

PROGRAMS

Maya, ZBrush, Substance Painter, Adobe Photoshop, Adobe Illustrator.

RENDERER

V-Ray, Autodesk Arnold, Marmoset Toolbag.

Education

3D MODELING, LOOK DEVELOPMENT AND LIGHTING COURSE JUNE 2022 - FEBRUARY 2023

ICS School of Art and 3D

ADVERTISING AND MARKETING | 2020 - 2022

Centro Universitário Internacional UNINTER

Experience

WIA - WOMEN IN ANIMATION | OCTOBER 2023 - PRESENT

Mentee

GRAPHIC DESIGNER | JANUARY 2021 - OCTOBER 2021

Meraki Comunicação