

# Maria Luiza Mota

## 3D Modeler and Texture Artist

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Vancouver, BC | Open Work Permit

## Links

Portfolio

[www.linkedin.com/in/maluomota/](http://www.linkedin.com/in/maluomota/)

## Profile

My expertise lies in transforming 2D illustrations into high-quality 3D models. I am proficient in Maya, ZBrush, Substance Painter, and Adobe Photoshop. My experience as a 3D Artist has equipped me with other pertinent skills such as exceptional organization, multitasking, and troubleshooting.

### 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

### CG JUNIOR MODELING ARTIST | JANUARY 2024 - PRESENT

Atomic Cartoons Vancouver

### WIA - WOMEN IN ANIMATION | OCTOBER 2023 - FEBRUARY 2024

Mentee