

Michelle Rubio

Character Artist + 3D Modeler

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PROFILE

Self Motivated Character Artist and 3D Modeler experienced in 3+ years of professional modeling. Ranges in stylized and semi-realistic assets & characters. Efficient in quick learning and adapting to any workflow, including working well in fast paced environments. Prioritizes clear communication and teamwork collaboration. Guaranteed to always do a project with a can-do optimistic approach.

WORK EXPERIENCE

Brain Zoo Studios, Remote— *Character Modeler*

March 2022 - April 2022

Sculpted, Modeled, UV, and Textured high poly and low poly Character and Creature models for a TBA game project, currently under an NDA.

Freelance Commission Artist, Los Angeles

April 2022 - Present

Creates custom artwork such as Character work, Graphic Design, and 3D Art for clients based on request.

In House Caretaker, Aveanna Healthcare, Los Angeles

March 2023 - Present

Assists a client with Autism, aiding in daily tasks, teaching essential life skills, coordinating social outings for enrichment, and offering mental and emotional support with patience and care.

EDUCATION

Gnomon School of VFX, Games, and Animation—*Bachelor of Fine Arts in Digital Production*

October 2018 - September 2021

Majored as a 3D Generalist, learning and advancing skills in areas such as Traditional Art, Digital Sculpting, 3D Modeling, Lighting, Rendering, Rigging, Cinematography, Photogrammetry, Concepting, Anatomy, etc.

John Marshall High School, Los Angeles - *High School Diploma*

Class of 2018

2 years of Art electives and leader in Art Club for 2 years

Gnomon School of VFX, Games, & Animation, Los Angeles - *High School Summer Camp for Industry Learning*

June 2017 - July 2017

Drawing for the Entertainment Industry Certificate and Digital Painting Certificate

SKILLS

Traditional Art

Character Illustration

Character Concept Art

Clay Sculpting

Digital Sculpting

Character Modeling

Hard Surface Modeling

Lighting

Texturing

Rendering

Compositing

UV'ing

SOFTWARE KNOWLEDGE

Photoshop

Maya

ZBrush

Unreal Engine

Substance Painter

Quixel Mixer

PfTrack

Nuke

PLUG IN KNOWLEDGE

Vray

Fracture FX

Phoenix FD

OTHER

First Aid Certified

CPR+AED Certified