

Lilly Michelle Yanova

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Skilled in 3D Modeling, Texturing and Digital Sculpting. High-End Image Manipulation and Retouching.

SUMMARY OF QUALIFICATIONS

- Skills at Character (Organic) and Environment (Hard Surface) Modeling, Digital Sculpting ZBrush, Retopology High-Poly / Low-Poly, Unwrapping UVs, Texturing / Baking (Normal Maps, AO, Diffuse), Texturing in Photoshop
 - Creating 3D Models and Sculptures from Concept Art for Game End and 3D Printing
 - Mastery in color process/correction, digital imaging, photo retouching / image manipulation including silos, conversions, vignettes, complex masking, perspective, compositions to produce the high quality materials, design development and layout
 - Skilled in management of multiple projects with a deadline-oriented focus
 - Quick-learner with a strong sense of style; Great attention to detail; Great organizational skills
 - Proactive, positive can-do attitude, troubleshooter and easily follows instruction
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PROFESSIONAL EXPERIENCE

3D ARTIST, MODELER, DIGITAL SCULPTOR AND TEXTURER - FREELANCE 2015 - Present

3D ARTIST, 3D CHARACTER MODELER 2015
Kuma Games NYC New York, New York

- 3D modeling characters & blandshapes in Maya, low-poly game-ready; Sculpting face features ZBrush
- Creating digital art assets, 3D model environments, sets and structures, Hard Surface Modelling
- 3D modeling clothing and props in Maya, sculpting wrinkles and adding detail in ZBrush
- Texture creating with Photoshop CS6; Unwrapping, lay out UVs, Texture baking using Xnormal
- Take direction from the Art Director and Lead Artist and make changes as needed

3D PRINT & MODELER, DIGITAL SCULPTOR 2014-2015
KidsCreations, 3DP4E NYC New York, New York

- Creating 3d models ready to be 3d printed from Kids drawings
- Cleanup models and preparation for 3D Printing
- Teaching 3 month class in Digital sculpting with Sculpttris and Zbrush, 3d printing

3D ARTIST, MODELER, DIGITAL SCULPTOR AND TEXTURER - REMOTE 2014
Motion Logic Studios LA, California

- Model, clean up and texture a variety of 3D characters, develop prop elements in Maya, Zbrush
- Craft hand-painted textures with Photoshop
- Work within constraints set by the technology (polycount limitations, texture sizes, etc.)

3D MODELER, CHARACTER ARTIST, LEAD TEXTURE ARTIST 2013
212 Decibels, Chasin 3D, Play **Gig-it** New York, New York

- 3D modeling characters in Maya - low-poly game-ready; Sculpting face features with ZBrush 4R6
- 3D modeling fashion clothing and assets in Maya, sculpting wrinkles and adding detail in ZBrush 4R6
- Unwrapping, UVs and layout using Maya, ZBrush UV Master
- Texture baking using Xnormal - Normal Maps, Ambient Occlusion, Cavity Maps
- Texture painting using Photoshop CS6
- Game mesh preview in Marmoset
- 3D models optimized for Flare3D game platform, web browser / social media game GIG-IT

3D CHARACTER COSTUME ARTIST 2011-2012
MUSE GAMES New York, New York

- 3D modeling from concept - high res / low res characters and environment props for games. Organic and Hard Surface. Digital Sculpting with ZBrush 4R4
- Unwrapping, UVs and layout using Maya, ZBrush UV Master
- Texture painting using Photoshop and MARI

- Texture baking using Xnormal, rendering Mental Ray, game mesh preview in Marmoset
- Basic skeleton rigs on Characters for mesh preview and checking mesh errors
- 3D models optimized for iPhone game platform (Unity), web browser / social media games
- Preparing 3D models for 3D print output with ZBrush and Maya

CG ARTIST

2009 – 2010

UNIVERSAL MUSIC GROUP (via DGS Center-East)

New York, New York

- High-end retouching on musicians for album covers
- Restoring old printed albums for new mass producing, building extensions on images 1 – 1/1/2 inch each side, removing small objects and text and logos from background, skin and color improvement
- Reconstructing parts of images, bodies, clothing, backgrounds
- Working in CMYK and RGB modes, Photoshop CS3, Wacom Tablet

HIGH-END RETOUCHER

2008 – 2010

Quad Graphics, for OK MAGAZINE, JCREW, VOGUE, ALLURE, GLAMOUR

New York, New York

- High-end retouching on celebrities, building extensions on images, removing small objects / people from background, skin improvement, deleting blemishes, dark spots, facial hair, teeth / eyes whitening, image contrast, color balancing on skin , cloths or background
- MASKING / Alpha channels - silhouettes of models, figures, products, building shadows, drawing hair (hair mask for over type)
- Reconstructing parts of images, bodies, products
- Working in CMYK and RGB modes, Photoshop CS3, using Capture Plug-in (CAMERA RAW)
- Working on cover images for OK Magazine, Teen Vogue
- Extremely fast turnaround. Processing approximately up to 20 images a day (8hrs) of described above (complex compositions intuitively and quickly)

HIGH-END RETOUCHER

2007

Victoria Secret Inc. Headquarters

New York, New York

MANAGER, HIGH-END RETOUCHER, CO-OWNER

EastWest Fashion CORP

Long Island City, New York

HIGH-END RETOUCHER, COLOR CORRECTOR, PRE-PRESS

Tone Makers INC. for SONY, ARISTA, RCA Records, etc

New York, New York

TECHNICAL SKILLS

2D Software Adobe:

Creative Suite

Photoshop, Illustrator

Platforms: Windows and MAC

3D Software: Maya, ZBrush, Topogun (Retopology), XNormal,

Marmoset, Marvelous Designer, CrazyBump, MARI, Quixel

Mental Ray (basic rendering), Unity

Tools: WACOM Intuos 5 M tablet, Mouse and SpaceNavigator

EDUCATION & TRAINING

ZBrush MasterClass / ZBrushWorkshops

Character Development 2D & 3D Design w/ Danny Williams (2014), Character Creation w/ Kris Costa (2013)

CGSOCIETY

Advanced VideoGame Character Creation w/ Katon Callaway (2013), Polysculpting (2013), Maya/Unity 3D Integration (2011), MARI - Texturing for Film (2011), Modern art Game Weapon Design w/ John Rush (2011), Iconic Heroine Design and Creation w/ Sze Jones (2011), High-End Fantasy Game Art Creation w/ Katon Callaway

Scott Eaton's Anatomy (2012)

3d Training Institute, New York, NY (2009)

3D Project Based Course, Autodesk Maya (2010), 3D Modeling with Autodesk Maya 2009 (2009)

Certificate Diploma - INTERACTIVE MEDIA, Pratt Institute

New York, NY

BA VISUAL Arts and Communication, NBU University

Montevideo Sofia, BG

USA Citizenship