

MARITZA LOUIS

VISUAL DEVELOPMENT MODELER | SENIOR CHARACTER MODELER

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www.maritzalouis.com - WEBSITE

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Dual Citizenship Canada/ USA

Skills Team & Individual Work Environments • Work closely with Director/Client/ Production Designers • Strong 2D to 3D Visual Translating • Asset Management • Scheduling & Bidding • Peer Mentoring • Workflow Development • Production Mindful Modelling approach • Strong organizational skills and ability to manage deadlines

Proficiency Character Modeling • Character Visual Development • Organic Modeling • Hard Surface Modeling • Posing & Expression Presentation Sculptures • Production Models • Retopologizing • UV Creation/ Layout • Texture Creation • Environment Modeling • Vehicle Modeling • Blendshapes • Base Mesh Creation • Costume & Associated Prop Creation

Software Autodesk Maya • Pixologic Zbrush • Marvelous Designer • Adobe Photoshop • Substance Painter • Autodesk 3ds Max • Autodesk Mudbox • Redshift • Vray • Mari • Substance Designer • UV Layout • Procreate • Shotgun • Ftrack • Perforce • Adobe Premiere • Microsoft Applications

Pipelines Feature Animation • VFX • Games • Cinematics • Commercial • Shorts • Collectibles • Remote Ready • In-Studio

Operating Systems Windows • Linux • Mac

Experience

Visual Development Modeler | Asset Sup. - Twisted Mountain Animation Inc. May 2021 - Present
Unannounced IP1 - Episodic Series - (2022)
Unannounced IP2 - Episodic Series - (2022)
Indigenous Game- Hill Agency - (TBA)

Creator | Director | Visual Development Modeler - Rez Dog Animation. May 2021 - Present
Unannounced Indigenous IP – In Development – (TBA)

Senior Character Modeling Artist - Cinesite September 2020 - May 2021
Addams Family 2 (2021)

Senior Modeling Artist - Animal Logic June 2019 – August 2020
DC League Of Super-Pets (2022)

Senior Character Modeling Artist - Freelance – Goldtooth April 2019 – June 2019
Game Character Development (TBA)

Modeling/ Texturing Artist - Freelance – Cat Mountain Studios January 2019 – April 2019
Netflix Documentary (TBA)

Senior CG Generalist - Freelance – Atomic Studios January 2019 – April 2019
The Last Kids On Earth (2019)

Modeling/ Texturing Artist – Method Studios October 2018 – March 2019
Ford Vs. Ferrari (2019)
The Kitchen (2019)

For All Mankind (2019)	
Modeling Lead – Stellar Creative Lab.	October 2017 – September 2018
GoldenAge (2018) – Modeling Supervisor	
The Ark and the Aardvark (TBA) – Modeling Lead	
Sr. Modeler – Sony Pictures Imageworks.	January 2016 - October 2017
Spider-Man: Into The Spider-Verse (2018)	
Spider-Man: Homecoming (2017)	
The Emoji Movie (2017)	
Smurfs: The Lost Village (2017)	
Ghostbusters (2016)	
Character/ Environment Modeler – Cinesite	September 2013- November 2015
Sausage Party (2016)	
Character Artist - Rockstar Vancouver.	September 2009 - December 2012
Grand Theft Auto 5, Max Payne 3	
Modeling Lead/ Surfacing/ Fur - Rainmaker Entertainment Inc.: Gaming Division	September 2008 - September 2009
Assassins Creed 2; Splinter Cell: Conviction; Ting and Juma: Logo short; ReBoot Teaser; Cheersquad 2; Luna (short); Shaun White Snowboarding: World Stage	
Modeling Supervisor - Rainmaker Entertainment Inc.: Gaming Division	March 2008 - September 2008
Ghostbusters: The Video Game; FEAR 2	
Sr. Modeler: Gaming Division - Rainmaker Entertainment Inc.	November 2007 - March 2008
50 Cent: Blood On The Sand	
Environment Modeler/ Set Dressing/ Cloth Simulation - Vanguard Animation.	March 2007 - November 2007
Space Chimps (2008)	
Character Modeler/ TD Assistant - Electronic Arts Canada.	February 2005 - March 2007
March Madness 2007; Fifa 2007; NBA Live 2006; Xbox 360 Fifa 2006	
Character Modeler/ Set Modeler - Bardel Entertainment Inc.	January 2005- February 2005
Happily N'Ever After (2006)	

Education

Vancouver Film School - 3D Animation & Visual Effects Diploma, Vancouver, BC.	2004
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Volunteering | Affiliations

Rise Up Animation - Mentor

Woman In Animation - Member

Collective Bunch - Member