

# MARITZA LOUIS

VISUAL DEVELOPMENT MODELER | CONCEPT SCULPTOR

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Dual Citizenship Canada/ USA

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**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 Sculpting Approach • Strong organizational skills and ability to manage deadlines

**Proficiency** Character Modeling • Character Visual Development • Organic Modeling • Hard Surface Modeling • Posing & Expression Presentation Sculpts • 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 • Unreal Engine • Unity • 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

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## Experience

**Character Modeler** - Walt Disney Animation Studios July 2022 - Present

**Visual Development Modeler | Concept Sculptor** - Animal Logic. December 2021 - March 2022

Toto - Animated Feature (2024)

**Visual Development Modeler | Asset Sup.** - Twisted Mountain Animation Inc. May 2021 - Present

Big City Greens: Virtual Christmas - Real Time Animated Episodic Series Special - DMED (2022)

Unannounced IP2 - Animated Pilot - DMED (2022)

Moremi - Kizazi Moto: Generation Fire - Animated Afro Futurism Anthology Series - (2023)

Hill Agency - Indigenous Film Noir Game - Achimostawinan Games (2022)

**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 (2022)

**Modeling/ Texturing Artist** - Freelance - Cat Mountain Studios January 2019 - April 2019

VOIR - Netflix Documentary - The Duality of Appeal (2021)

<b>Senior CG Generalist</b> - Freelance – Atomic Studios	January 2019 – April 2019
The Last Kids On Earth (2019)	
<b>Modeling/ Texturing Artist</b> – Method Studios	October 2018 – March 2019
Ford Vs. Ferrari (2019), The Kitchen (2019), For All Mankind (2019)	
<b>Modeling Lead</b> – Stellar Creative Lab.	October 2017 – September 2018
GoldenAge (2018) – Modeling Supervisor	
The Ark and the Aardvark (TBA) – Modeling Lead	
<b>Sr. Modeler</b> – 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)	
<b>Character/ Environment Modeler</b> – Cinesite	September 2013- November 2015
Sausage Party (2016)	
<b>Character Artist</b> - Rockstar Vancouver.	September 2009 - December 2012
Grand Theft Auto 5, Max Payne 3	
<b>Modeling Lead/ Surfacing/ Fur</b> - 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	
<b>Modeling Supervisor</b> - Rainmaker Entertainment Inc.: Gaming Division	March 2008 - September 2008
Ghostbusters: The Video Game; FEAR 2	
<b>Sr. Modeler:</b> Gaming Division - Rainmaker Entertainment Inc.	November 2007 - March 2008
50 Cent: Blood On The Sand	
<b>Environment Modeler/ Set Dressing/ Cloth Simulation</b> - Vanguard Animation.	March 2007 - November 2007
Space Chimps (2008)	
<b>Character Modeler/ TD Assistant</b> - Electronic Arts Canada.	February 2005 - March 2007
March Madness 2007; Fifa 2007; NBA Live 2006; Xbox 360 Fifa 2006	
<b>Character Modeler/ Set Modeler</b> - Bardel Entertainment Inc.	January 2005- February 2005
Happily N'Ever After (2006)	

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## 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

References Available upon request