

# AMANDA W. GARZA

3D ARTIST

WWW.GARZAART.COM

## SOFTWARE SKILLS

- **2D & 3D Art:** 3ds Max | Maya | Creator | U2MG | Photoshop | Illustrator | Affinity Photo | Unreal | Unity | Substance Painter | ZBrush | After Effects | InDesign
- **Data Management:** Tortoise SVN | Perforce | Alienbrain | Google Drive | Dropbox
- **Microsoft Office:** Word | Excel | PowerPoint | Outlook

## ART SKILLS

- **3D Modeling:** Low poly and high poly of environments and props, including hard surface modeling
- **Texturing:** hand painting in Photoshop
- **Animating:** basic rigging, hand keyed animation
- **Lighting/Rendering:** mental ray, Vray
- **Traditional Art:** 2D Designs, Drawing, Sculpting, Maquette Sculpting

## EXPERIENCE

- Huntington Ingalls Industries (acquired Alion Science & Technology) | 3D Technical Artist** Orlando, FL  
Jan. 2017- Present
- Creation of 3D assets and importing into Unreal for virtual maintenance military training simulations
- TekVisual | Contract 3D Visualization Artist** Boca Raton, FL  
Oct. 2016– Jan. 2017
- Modeling, texturing, rendering architectural visualizations in V-Ray
- Indigo Creative Inc. | Freelance 2D/3D Graphic Artist** Coral Springs, FL  
Aug. 2016- 2017
- Designing 2D and 3D graphic content to clients according to specifications  
*Pelotinas*, Mexico City, Mexico:
- Designing marketing material and renders (www.pelotinas.com)
- AEgis Technologies | 3D Modeler** Orlando, FL  
Aug. 2015– Apr. 2016
- Supported the real time 3D model production team in development of 3D model assets, including enterable buildings for the SE Core CVEM program
- Freelance | 2D/3D Graphic Artist** Orlando, FL  
Jan. 2015– June 2015
- Voidstar Solutions*
- Developed 3D textured, rigged character models using mocap data for Unity
- Synaptic Sparks, Inc.*
- Developed 3D textured models and rendered scenes for a marketing video
- Lockheed Martin (DCR Workforce) | Contract 3D Graphic Artist** Orlando, FL  
Aug. 2013– Nov. 2014
- Contract Art Lead at the Innovators' Garage at Lockheed Martin MST
- Served as the art lead for the dynamic 3D projection mapping system
- Contract 3D Artist II at Sim-Industries a Lockheed Martin Company
- Modeled, textured and animated elements of large commercial aircraft for accurate representation in flight simulators
- DiSTI | 3D Graphic Artist** Orlando, FL  
Feb. 2011– May 2013
- Optimized CAD-based models, created, rigged and animated 3D models for virtual maintenance training programs
- Cartoon Network Games Studio | 3D Artist Intern** Atlanta, GA  
Sept. 2010– Dec. 2010
- Cartoon Network Universe: FusionFall (MMOG)
- Created and modified existing environment and prop game asset models

## EDUCATION

- Florida Interactive Entertainment Academy, UCF** Orlando, FL  
Master of Science in Interactive Entertainment  
Dec. 2010
- University of Central Florida** Orlando, FL  
Bachelor of Fine Arts in Computer Animation  
Minor: Digital Media  
May 2009