

Paula K Torres

3 D A R T I S T

EDUCATION

Computer Animation

Miami Dade College

BFA Character Animation

University of Central Florida

AWARDS & HONORS

Code/Art - Inspiring Girls to Code

Scholarship Receptient 2017

TheDream.US

Scholarship Receptient 2019

SKILLS

Cinema 4D



Maya



Adobe Suite



Octane Render Engine



Renderman



Unity



ZBrush



Substance Painter



Unreal Engine



LANGUAGE

English (Fluent/ Bilingual)



Spanish (Native Speaker)



2017
2019

3D Modeler

Pure Dezign | Winter Park FL

My duties included, building staging and venue's to scale in order to provide the client with a concept of the finished look. Building 3D concept art for on screen display, creating 3D Motion graphics using software's like, Cinema 4D, Adobe After effects, Adobe Photoshop and Render Engine's like, Octane and Redshift. Here I gained experience 3D modeling professionally and proficiently, creating and using PBR Materials. Using effective lighting, creating UV maps, and baking textures. I also got to experience working in a team-based environment, where strong communication and organization was crucial.

2020
2021

3D Artist

Limbitless Solution | UCF | Orlando, FL

I was hired as a 3D Artist for the "Xavier" project at Limbitless Solutions, a non profit that specializes in creating and donating personalized 3D-printed prosthetic arms for children. The Xavier project is a mechanism developed by Limbitless, to help patients with mobility limitations drive a powered-wheelchair completely hands free. My job, along with a team of two others, is to create and develop a video game that will help train patients to use this wheelchair mechanism. It is currently still in development.

2020
2022

Environment Lead & Co Texture Lead

Ceramic Rabbit Short Film | UCF | Orlando, FL

Researched and concepted film environment based on our film's location. Oversee stylization and design of assets to match our film's desired style. I was responsible for referencing all assets and building as well as arranging the environment in Maya. I was also co texture lead on the film and my responsibilities included creating a texture style guide for our team to follow, to critique and give feedback and make sure any textures that the team created followed the film style. Troubleshoot any texturing and surfacing issues, make sure all texturing and surfacing deadlines were met by all team members.

2022
2023

Animator & 3D Artist Contract

Monkey Chow Animation Studios

I was brought on as an animator and 3D artist, my daily tasks include cleaning of mocap animation data for proper accurate delivery to clients and addressing feedback in an efficient and effective manner. Assisting in motion capture shoots in the mocap studio and lastly, by building, texturing and surfacing precise 3D assets.



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