



FIGRELA MATARRITA MONTERO

MODELING & TEXTURING ARTIST

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ABOUT ME

Hi, I'm Fiorela. I'm a Modeling and texturing artist who is passionate about creating breathtaking characters, props, and sets using industry-leading software. I have four years of work experience in different types of 3D productions. During this time, I have developed a keen eye for details and an in-depth understanding of clean and smooth topology. I also have experience in lighting and grooming. Communication and teamwork are essential for me in every kind of environment. I am determined, responsible, and committed, and I always try to reflect that in my work. I enjoy working in a collaborative environment, where I can expand my knowledge and skills while helping other artists to expand theirs.

WORK EXPERIENCE

MODELER / SURFACER, WILDBRAIN STUDIOS | 2024 - 2024 UNANNOUNCED PROJECT | LEGO

- Modeling of organic and hard surface props.
- Modeling of sets.
- Proxy sets creation for the animation department.
- Set dressing in Unreal.
- Optimization of models to achieve the established poly count.
- Texturing props in Substance Painter.
- Surfacing and look dev setup in Maya and Unreal.
- Attributes creation in Maya and Unreal.
- Assisting coworkers with their tasks to meet the deadlines.
- Presenting assets in live sessions with supervisors and directors to meet the artistic and technical needs of the project.

SENIOR MODELING & TEXTURING, RELISH STUDIOS | 2022 - 2023 MIA & CODIE | MOODY STUDIOS

- Modeling of characters and props.
- Texturing characters and props in Substance Painter.
- Surfacing and look dev setup in Maya.
- Creating facial blendshapes for characters.
- Optimization of models to achieve the rigging department's needs.
- Presenting assets in live sessions with supervisors and directors to meet the artistic and technical needs of the project.

3D ARTIST, MARTE STUDIO | 2022 - 2022 BARBIE WEB SERIES SEASON 3 | MATTEL

- Lighting of characters and sets.

SENIOR MODELING & TEXTURING, RELISH STUDIOS | 2022 - 2022 WEIRDWOOD MANOR | WASABI ENTERTAINMENT

- Modeling of characters and props for video games.
- Texturing characters and props in Substance Painter.

MODELING & TEXTURING, RELISH STUDIOS | 2020 - 2022 BARBIE WEB SERIES SEASON 1 & 2 | MATTEL

- Modeling of characters, props, and vehicles.
- Texturing characters, props and vehicles in Substance Painter.
- Surfacing and look dev setup in Maya.
- Set dressing.

MODELING & TEXTURING, LASALAPOST | 2020 - 2020 JENNI RIVERA MUSIC VIDEO "MOTIVOS" | PRODUCCIONES LUZ MARINA

- Modeling of characters, props, and sets.
- Texturing characters, props and sets in Substance Painter.
- Surfacing and look dev setup in Maya.

SKILLS

- Microsoft Teams.
- Google Workspace.
- Slack.
- Flow (ShotGrid).
- Ftrack.
- Basecamp.
- Modeling for video games.
- Clean topology.
- Communication.
- Teamwork.
- Adaptability.
- Attention to detail.
- Creativity.
- Collaboration.
- Responsibility.
- Organization.

SOFTWARE

- Maya (Redshift & Arnold renderer).
- Unreal Engine.
- Zbrush.
- Substance Painter.
- Marvelous Designer.
- Adobe Creative Suit.
- Xgen.
- Houdini.

EDUCATION

- Instituto Nacional de Aprendizaje, Puntarenas, Costa Rica - **Conversational English for the Commercial Sector Diploma**, 2015.
- Universidad Veritas, San José, Costa Rica - **Digital Animation Bachelor's Degree**, 2016-2022.
- CGMA - Andrew Pettit, **Grooming for Animated Characters A Course**, 2024.

LANGUAGE

- **SPANISH** - Native speaker.
- **ENGLISH** - Proficient speaker.