SUSTINA MMATOWICZS

CG GENERALIST | ENVIRONMENT MODELER | VIS DEV

CONTACT

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LINKS

- 🔂 <u>Demo Reel</u>
- ArtStation
- **v** <u>Vimeo</u>
- in LinkedIn

SKILLS

Maya	ShotGrid
ZBrush	Unreal Engine
Arnold	Gravity Sketch
Substance	Photoshop
Painter	After Effects
XGen	Blender
Python	Nuke

HONORS

Best Animated Short Yale Int'l Film Festival 2018

Semi-Finalist / Animated Short Los Angeles CineFest 2018

EXPERIENCE

CG Generalist and Previs Modeler

Netflix Animation / Burbank, CA / Nov 2020 - Present

Charlie & The Chocolate Factory, Ultraman: Made in Japan

- Repsonsible for organizing and maintaining a large asset library, and quickly generating appealing, low-poly models for use in Previs
- Effective in multitasking and troubleshooting a variety of tech issues using creative approaches
- Responsible for rigging 10+ main characters and props for Previs use, plus help setting up cameras and scouts
- Plans and creates 3D camera sequences within Maya and Unreal Engine.

3D Visual Development Artist

Sony Pictures Animation / Sept 2019 - July 2020

The Boondocks, Ghostbusters, and other projects

- Collaborated with my team to develop stylized environments and props for feature films and television
- Created large scale sets for scouting purposes
- Designed and 3D modeled assets based off concept art drawn by others and myself
- Presented materials clearly and revised and re-rendered shots as needed to address creative notes

Visual Development Apprentice

Sony Pictures Animation / Jun 2019 – Aug 2019

- Developed a series of 2D-3D hybrid environment scenes
- Designed with storytelling in mind while using the principles of composition, continuity, color, and shape language.
- Worked under the guidance of my peers to develop my own unique artistic style and advance my techincal skills

EDUCATION

B.S. Advertising & Computer Art Syracuse University Class of 2019 Netflix Internal Mentorship Program Previs & Emerging Tech