Jesselin Elza

3D Artist | CG Generalist

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📞 (516) 503-4811

EDUCATION

School of Visual Arts - New York
Sep 2018 - May 2022

BFA Computer Art, Computer Animation and VFX

SKILLS

3D - Modeling, Set Dressing, Texturing, Lighting, and Compositing

SOFTWARE

- Autodesk Maya
- Substance Painter
- ZBrush
- Nuke
- Arnold
- Redshift
- Renderman
- Houdini
- SpeedTree
- Python
- Photoshop
- Illustrator
- After Effects
- Premiere Pro

LANGUAGES

- English
- Bahasa Indonesia

OS

- Windows
- Mac
- Linux

ACHIEVEMENTS

SVA Best of 2022 Premieres - Thesis film, titled *Radiant,* is selected to be one of the films showcased in SVA Premieres in both LA, NYC and Provence, France.

The School of Visual Arts Rhodes Family Award for **Outstanding Achievement** in Computer Art, Computer Animation & Visual Effects

EXPERIENCE

3D Generalist (freelance) at **HOPR**

July 2022 - present

- Responsible for creation of high quality 3D assets and environments through modeling, texturing and lighting of 3D animated commercials for Google such as Firebase, Google Chrome, Google Climate, Google I/O and Flutter.
- Responsible for developing the look, shape language, and stylization of assets in multiple short films.
- Responsible for populating an environment with assets and vegetation.
- Responsible for various shot lighting and foundation lighting

3D Modeler (freelance) at **Laundry Design**

June 2022 - July 2022

- Model 3D stylized characters based on 2D designs for a series of 15-second advertisements of a food company called JBS Foods.

CG Environment Generalist Intern at **Walt Disney Animation Studios (WDAS)**

May 2021 - August 2021

- **"Junebug" (2021)** - Collaborative short film created by the production interns over the span of 12 weeks.
- Responsible for environment modeling, set dressing, environment look development, lighting and compositing
- Receive mentorship from industry professionals on different aspects of the pipeline and learning to work using WDAS' proprietary softwares

Selected for **Pixar Undergraduate Program (PUP) Technical Director Internship**

June 2020 - August 2020

- Official internship got cancelled due to COVID-19.
- Received online mentorship program from advisory board of Pixar artists in completing both group project and personal project.
- **"Upside" (2020)** - Collaborative short film created by the interns that was done fully remotely.

ORGANIZATION

Co-lead - Mentoring Advice & Relationship Services (M.A.R.S)
September 2020 - December 2021

- Organize and hosting bi-weekly events and workshops that introduce programs and skills
- Provide mentorship to other students

Member - Women in Animation

Member - Association for Computing Machinery (ACM)