



# JESSELIN ELZA

## CG GENERALIST



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## 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 Premieres in Los Angeles** - Thesis film, titled *Radiant*, is selected to be one of the films showcased in SVA Premieres in both LA and NYC

**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 assets from modeling, texturing and lighting for a 3D animated commercial for a Google-owned company called Firebase.

### 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.

### 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.

### VR & Computer Volunteer - The French Institute Alliance Française (FI AF) Animation First Festival

February 2020

- Assisted visitors with equipments to experience VR films and video games in the exhibition
- Sanitized VR Equipments after each visitor used it

## 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)