



JESSELIN ELZA

CG GENERALIST



jesselin.elza@gmail.com



(516) 503-4811



www.jesselinelza.com

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 assets and environment from modeling, set dressing, texturing and lighting for 3D animated commercials for Google-owned companies, such as Firebase, Google Chrome, and Flutter.
- Responsible for developing the look, shape language, and stylization of the props and assets in multiple short films.

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.

VR & Computer Volunteer - The French Institute Alliance Française (FIAF) 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)