



EMAIL GRACEMONSALVATGE@GMAIL.COM

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WEBSITE GRACEMONSALVATGE.COM

PROFILE

Detail-oriented **3D Modeler** with **Production Management capabilities** with more than a years experience working in a **collaborative group** environment, designing, creating, managing, and completing an **animated short film** with multiple accolades awarded within the **film festival circuit**. Interested in further developing a 3D Modeling skill set in a team-based culture inside of the **Video Game or Simulation Industry**.

Proficient in Autodesk Maya, Adobe Suite Applications, and Microsoft Office Suite. Diversified skill sets include modeling, uving, texturing, designing, rendering, animation, marketing, advertisement, editing, administrative support, and production management. Excellent interpersonal, phone, and digital communication skills. **Three years experience in customer support** related jobs.

EXPERIENCE

THIRD TIME GAMES

Orlando, Florida
Sep 2017 - Oct 2017

3D ARTIST: INTERNSHIP

Interacted inside an independent game development studio to create and update existing assets as well as offer input during team meetings in regards to upcoming deadlines and projects. Daily tasks included, but were not limited to:

- ✓ Gathering information on locations for purposes of executing an asset list
- ✓ Organizing and optimizing pre-existing assets for easy implentation inside of Unity
- ✓ Modeling new assets inspired off real life research of a location
- ✓ Communicating with Unity engineers and developers about modeling procedures
- ✓ UVing & Texturing various new and pre-existing assets for in-game customization

DREAMWEAVER UCF SHORT FILM

Orlando, Florida
Aug 2015 - April 2017

3D ENVIRONMENT MODELER // PRODUCTION MANAGER

Worked in a 2 year collaberative effort to create a short film in a small group environment. Daily tasks included, but were not limited to:

- ✓ Editing animation curves inside Graph Editor
- ✓ UV coordinate creation and tweaking in Maya (Unwrapping)
- ✓ Producing, assigning, and updating asset textures
- ✓ Learning all aspects of Pre-Production, Production, and Post-Production of the film industry
- ✓ Creating and Maintaining high and low polygon models, including textures
- ✓ Created, updated, and improved Project Timelines for group and personally inside of schedule
- ✓ Knowledgable in unwrapping, texturing, and applying materials (normal, bump) to models



ONLINE PRESENCE

3D MODELS [SKETCHFAB.COM/GRACEMONSALVATGE](https://sketchfab.com/gracemonsalvatge)

LINKEDIN [LINKEDIN.COM/IN/GRACEMONSALVATGE/](https://www.linkedin.com/in/gracemonsalvatge/)

SOFTWARE

MAYA



PHOTOSHOP



3D COAT



MICROSOFT WORD



MICROSOFT EXCEL



✓ Able to learn new software, tools, and plug-ins with speed and initiative

EDUCATION

BACHELOR OF FINE ARTS DEGREE

Aug 2012 - Aug 2017

UNIVERSITY OF CENTRAL FLORIDA

Applied for and received acceptance into an exclusive program offered - Character Animation - to work on and complete a short film over a two year period. Studied all aspects of animation with a focus on 3D modeling, production management, and design. Graduated in August 2017 with honors (3.8 GPA), and Magna Cum Laude.

SKILLS

COLLABORATION



DETAIL ORIENTED



HARD WORKING



COMMUNICATION



SELF MOTIVATED



RESTORATIVE NATURE



REFERENCES

1

THIRD TIME GAMES

IAN CUMMINGS
FOUNDER AND CEO

Contact info available
upon request

2

UCF ANIMATION

CHERYL BRIGGS
UCF ANIMATION FACULTY

Contact info available
upon request

3

UCF ANIMATION

PHILIP PETERS
UCF ANIMATION FACULTY

Contact info available
upon request

GRACE
MONSALVATGE

