

CAITLYN CARDOZA

3D CHARACTER MODELER



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San Luis Obispo, California



caitlyncardoza.com

EXPERIENCE

3D INTEGRATION ARTIST | ROARTY DIGITAL

SEPTEMBER 2023 - PRESENT

- Check 3D models before delivery (topology, UV, polycount, texture maps, nomenclature) into the client game engine.
- Work on modeling Proto, HP, and LP game assets and take them through the pipeline for approval.
- Check content into Perforce and communicate with clients on updates into the engine.

ASSET SUPERVISOR/LEAD 3D MODELER/KEY CREATIVE | FAR & WIDE STUDIOS COHORT

AUGUST 2018 - PRESENT

- Contributing to story writing, storyboarding, character design, and character/asset creation of a 3D animated short film.
- Working remotely with a team of professionals across the globe.
- Assigning and organizing assets in Shotgun and integrating them into layout.
- Solely in charge of asset management and review.
- Providing feedback and direction to volunteer 3D modelers/texturers and interns from Cal State University, Chico.

3D GENERALIST | BRAINZOO STUDIO

MAY 2022 - NOVEMBER 2022

- Brought on to create rigs for assets in Blender and transfer rigs into the Unreal game engine for game trailers.
- Transitioned to a tech role, outsourcing assets from Blender into Maya to implement in Sequencer in Unreal Engine 4 and 5.
- Rolled into next projects as an Animator for cutscenes for Lego 2K Drive.
- Also performed mocap cleanup in Motion Builder and camera layout for cutscenes on WWE 2K23.

FREELANCE ARTIST | CONTRACT 3D CHARACTER ARTIST

2022 - 2023

Kazma Games Character Modeling Contract

- Revision and creation of original game-ready characters for client's potential speed-runner game.

Dino Byte Softworks LLC Texturing Artist Contract

- Character Texturing Artist for client's game, as well as modeled prop assets for game layout.

Book of Lyaxia Render Commission

- Created a production-ready character from concept art, textured and posed, capable of 3D print for client's original comic.

EDUCATION

GNOMON INDIVIDUAL COURSES, ONLINE

WINTER 2020 | Story Development with Scott Claus

SUMMER 2018 | Creature Modeling with Maddie Scott Spencer

SMITTCAMP FAMILY HONORS COLLEGE, CALIFORNIA STATE UNIVERSITY, FRESNO

AUGUST 2013 - MAY 2017 - BACHELORS OF ARTS

- Major in Animation/Minor in Creative Writing
- Graduated 3.97 Summa Cum Laude
- Dean's Medalist Nominee 2017
- Arts and Humanities Honors Program

TECHNICAL SKILLS

Zbrush | Maya | Blender | 3D Coat |

Photoshop | Substance Painter |

Marmoset Toolbag 4 | Unreal Engine 4 & 5 |

Motion Builder | Shotgun | Google G Suite

EXTRA CURRICULARS

WIA Member | WIA Mentorship Circles Mentee (2x) |

Siggraph Student Volunteer (2yrs) | Lightbox Attendee |

Twitch Streamer |

Canine Agility Trainer and Dog Obsessed