Letícia Santos

Lead 3D Character Modeler

Dublin - Ireland | +353 083 075 1202 | leticia.tosraes@gmail.com

HIGHLIGHTS

- Experience in both Feature, TV Animation, and Video Games industries
- Lead Artist managing both in-house and overseas artists, successfully delivering high-quality stylized character assets in fast-paced productions for Disney+ TV Shows.
- Contributed to the creation and expansion of internal processes and documentation for Character Modelling departments across video games and TV animation productions, improving asset revisions and approvals within schedule, and improved communication with external partners.

SKILLS

| Zbrush | Maya | Substance Painter | Unreal 5 | Photoshop |

EXPERIENCE

Brown Bag Films – LEAD CHARACTER MODELER | SEP 2025 - CURRENT | DUBLIN, IRELAND

- **Guiding** both **in-house** and **overseas team members** on a challenging **TV Animation** production for **Disney**, *onboarding training* for new artist joining the team, providing *in-depth visual and technical feedback* on peers work ***aiming for best results within tight schedules***, contributing to *enrich team resources and documentation*, assisting **Art Directors** and **CG Supervisors** solving *outstanding production demands* and **Rigging TD** on *testing and identifying issues with internal pipeline tools*, all while working closely with multiple departments through a studio-wide transition, ***implementing Unreal Engine 5 to the workflow.***

Jam Media – FREELANCE CHARACTER MODELER | NOV 2024 | REMOTE

- Created main cast character sculptures for an undisclosed **Feature Film**

Timbre Games – 3D CHARACTER ARTIST | AUG 2023 - JUN 2024 | VANCOUVER, CANADA

- Created character assets for an undisclosed **AAA multi-IP ARPG video game**
- Built a variety of stages in visual and technical development including proxy meshes, high poly, and game-ready topology, UV's, and Textures all in **Unreal 5**
- Designed Maya tools and processes with Technical and Rigging Artists
- Recorded workflow steps, documented and shared knowledge with teammates

Brown Bag Films – LEAD CHARACTER MODELER | FEB 2020 - JUL 2023 | DUBLIN, IRELAND

- **Leadership** experience managing 5 in-house team members, supervising and communicating with a team of over +10 people from our external partners
- Established character's visual style guide, guidelines, and documentation
- Worked closely with directors, project supervisors, producers, leads and artists across departments, in small and larger teams
- Created sculpts, high-quality topology, complex facial calisthenics blend shapes, also applied and skinned basic rig modules
- All within a fast-paced **TV Show** production line successfully creating high-quality character assets for clients such as **Disney+** and **Netflix**

Ocellus – 3D CHARACTER ARTIST | NOV 2019 - FEB 2020 | LYON, FRANCE(REMOTE)

- Character Art for Squad Busters **mobile game**, I was responsible for sculpts, retopology, UV's and textures of a few iconic characters.

Hype.CG – 3D MODELER SUPERVISOR | MAR 2018 - NOV 2019 | PORTO ALEGRE, BRAZIL

- Fast growth as a 3D modeler led to a promotion into a supervisor role
- Supervising ongoing 3D Modeling pipeline of environments and props for Guitar & Drum **TV show.**
- Worked on sculpts, topology, UV's of characters, props and environments for diverse projects such as short movies, pre-school TV series, pitches, and game-ready assets
- Created Layout sequences for **Nickelodeon** and **DisneyJr** series

PUBLICATION

AREA Autodesk | 3D Women Made by Women:
https://area.autodesk.com/life-in-3d/3d-women-made-by-women/

EDUCATION

Courses & Workshops

Thales Simonato|**Texturing and Groom**|2022
Leticia Gillett|**Sculpting Course**|2020
Bruno Camara|**Sculpting Workshop**|2017
Rafael Ghencev|**Production Modeling**|2016

Processus BRASILIA - BRAZIL

Secretary Technical Degree|2014 - 2016
Degree based on regional law and judiciary studies for a public/private career