

Letícia Santos

Lead Character Modeler

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HIGHLIGHTS

- Experience in both Feature, TV Animation and Video Games industries
- Led a team of 5 in-house and over +10 overseas Character Modelers, successfully creating over +60 high-quality stylized character assets in a fast-paced production for a Disney+ TV Show.
- Created internal process documentation for the Character Art Database over game assets workflows which saved a week's worth of reviews per asset created, and improved communication with external partners.

SKILLS

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

EXPERIENCE

Uma Studios - FREELANCE 3D CHARACTER ARTIST | FEB 2025 | REMOTE

- Cosmetic assets modeling and handpainted textures for a **Unity Engine** video game.

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, lead,s 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
- Reviewed peer's work visually and technically, assisted with queries, fixed issues, made technical reviews of 2D concepts and animatics
- 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 a few 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