

Letícia Santos

3D Senior Character Artist

SUMMARY

Proficient in sculpting, technical modeling with high and low poly models of humans, animals, and such, high efficiency with facial calisthenics for character blendshapes.

Knowledge in UV mapping, texture painting, basic rigging, and grooming, to better communicate with various teammates and their departments.

All within a production pipeline while managing, reviewing and providing feedback overseas, using communication and managing tools like Shotgun, Ftrack, Deadline Monitor, etc.

EXPERIENCE

Brown Bag Films, Dublin, Ireland

Lead Character Modeler

AUGUST 2022 - Current

- **Robogobo** - Currently starting production of human characters, developing visual style along with Directors, Art Directors, and Leads of related departments, while establishing guidelines and documentation for overseas coworkers.

Senior Character Modeler

FEBRUARY 2020 - AUGUST 2022

- **Eureka!** - Under the talented Paul Deasy's leadership at the start of the project, I collaborated directly in the making of design sculps, technical models and blendshapes.
In his absence, I was responsible for communicating with the Eureka team production, giving assistance to Directors, Producers and Department Leads and Supervisors with any queries, working closely with CG Supervisor and Asset Lead while reviewing assets, planning for scenes on animatics technical reviews, solving rigging, texturing and grooming issues.
While managing, providing instructions, helping solve issues and reviewing overseas work on character modeling tasks.
- **Ridley Jones seasons 1 & 2 and Other Projects** - Worked directly on the making of character sculpts, tech models, blendshapes, fixing bugs, revisions. While also providing launch notes, reviews and assistance to overseas work. Under the leadership of other amazing teammates

- **Mighty Min, SamWitch, Horton and Other Tests** - Working closely with Visual Development Directors and small, focused teams on the design and production of characters for animation tests and presentation pitches of new shows to Brown Bag Films clients.

Ocellus, Lyon, France (remote) – 3D Artist

NOVEMBER 2019 - FEBRUARY 2020

- Character modeling and Texture painting for a mobile game in co-production with **Supercell**, responsible for titles such as **Clash of Clans, Clash Royale** and **Brawl Stars**. I'm responsible for sculpting, retopology, poly modeling, UV unwrapping and textures of characters.

Hype.CG, Porto Alegre, Brazil – 3D Modeler Supervisor

MARCH 2018 - NOVEMBER 2019

- Supervising ongoing props asset creation for 3D models, blendshapes and UV unfolding, providing assistance and resolving issues within multiple departments on **Guitar & Drum**, a lovely pre-school show recently acquired by **9Story Media**.
- Creation of Sculpt Designs, Technical Modeling, UV unwrapping, Fixing any issues on characters, props and environment modeling, for various projects such as Short Movies, TV Series, Pitches Developments and Game Ready assets. Within big pipeline production teams as well as small focused creation teams.

Gurei Studio, Brasília, Brazil – Intern

SEPTEMBER 2016 - SEPTEMBER 2017

- Storyboard, Illustration, Animatics, Motion Graphics and 2D animation.

SKILLS

| Zbrush | Maya | UvLayout | 3D Coat | Photoshop | ShotGrid |

PUBLICATION

AREA Autodesk | 3D Women Made by Women:

<https://area.autodesk.com/life-in-3d/3d-women-made-by-women/>

EDUCATION

Courses, Mentorships, Workshops

Thales Simonato - Texturing and Groom | 2022

Leticia Gillett - Sculpting Course | 2020

Bruno Camara - Sculpting Workshop | 2017

Rafael Ghencev - Production Modeling | 2016

Processus, Brasília, Brazil – Executive Secretary Technical Degree

2014 - 2016

Degree based on regional law and judiciary studies for a public/private career.