

CLAUDIA GUZMAN-JOVEL

3D ARTIST

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Worcester, Massachusetts

EDUCATION

BFA Digital Media

UMass Dartmouth College of Visual and Performing Arts 2013-2017

ACADEMIC EXPERIENCE

Introduction to Digital 3D

Introduction to the fundamentals of 3D digital modeling and animation. Projects include 3D modeling, texturing, bump maps, UV mapping, lighting and rendering as well as the analysis of natural forms and their associated motions.

Interactive Art

Application of digital painting, modeling, storyboarding and animation. Study of mental models, game art and game concepts. Exploration of 2D, 3D, virtual environments and human-computer decision making. Production of collaterals such as: drawings; storyboards; animatics, interactive and game design documents; 3D models, digital paintings and functional interactive prototypes through research, critical thinking, and theoretical analysis.

3D Digital Modeling

An in depth exploration of 3D modeling and environment modeling. A variety of current modeling practices will be explored as well as current trends, UV mapping, surface development, displacement maps, and rendering.

3D Animation

An in depth exploration of 3D digital animation. Character design, rigging, principals of animation, as well as virtual lighting, camera operation, texturing maps, displacement maps and rendering.

AWARDS

Chancellor's List (2014, 2016)

Dean's List (2013-2016)

WORK EXPERIENCE

UMass Dartmouth - Library Digital Media Center

Lab Assistant: Fall 2016 - Spring 2017

Assisted students with software such as Adobe Creative Cloud, Maya, HTML and CSS.

TECHNICAL SKILLS

Maya Autodesk

MudBox

Zbrush 4r7

Photoshop