

Briana Martini

3D Modeler / Texture Artist / Lighting Artist

BCMartini77@gmail.com

(818)439-2386

Portfolio: brianamartini.com

EXPERIENCE

Amazon | Seattle, WA

3D Artist *July 2018 - Now*

Modeling, Lighting, Rendering, & Compositing 3D Assets for Editorial & Promotional Imagery

Freelance 3D Artist & Graphic Designer

Independent Contractor *August 2016 - July 2018*

Modeling 3D Assets for Prop Replicas

Graphic Design & UI for Apps, Websites, & Newsletters

Martini Akpovi Partners, CPAs | Encino, CA

Office Assistant *2008 - 2018*

EDUCATION

Academy of Art | San Francisco, CA

Game Design - 3D Modeling *2013 - December 2016*

SKILLS

- Creating 3D assets of varying levels of technical needs & complexity while matching closely to initial designs, dimensions, & references
- Designing photorealistic and hand-painted materials and textures
- Lighting & styling assets and environments for render in whatever style best fits the project and clients' needs
- Compositing rendered imagery into easily accessible & editable files
- Working in highly collaborative, fast-paced production & office environments
- Using the following programs: Maya, Photoshop, Substance Painter, Blender, Cinema 4d, V-Ray, Redshift, Zbrush, Unreal, iRay, Unity