

ANGEL

Campos

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DETAIL-ORIENTED 3D ARTIST WITH A PASSION FOR PRODUCT CREATION, FASHION, AND SUSTAINABILITY, SEEKING AN OPPORTUNITY TO APPLY MY CREATIVE AND TECHNICAL ABILITIES IN A FAST-PACED ENVIRONMENT WHILE CONTRIBUTING POSITIVELY TO A COLLABORATIVE TEAM.

EXPERIENCE

DIGITAL FASHION INTERN *TULASI*

- Assisting in the digitization of the SS26 collection
- Modeling in CLO3D, Maya & Blender
- Implementing the pipeline workflow for the creation of an asset from start to finish
- Gathering references for projects
- Modeling assets in a 3D space based on references, concept art, and original ideas
- UV unwrapping and creating texture, normal, and displacement maps using multiple software including Substance Painter, Substance Designer, and Mari
- Understanding real world measurements and dynamics such as: atmospheric, lighting, shading, and modeling to real world scales
- Color correction using Adobe Photoshop and Vray in the final look development stages of a project
- Receiving and implementing professional feedback to adapt and edit further versions of an asset

CGI / 3D DESIGN STUDENT *Think Tank Training Centre*

- Modeling in CLO3D, Marvelous Designer & Maya
- Implementing the pipeline workflow for the creation of an asset from start to finish
- Gathering references for projects
- Modeling assets in a 3D space based on references, concept art, and original ideas
- UV unwrapping and creating texture, normal, and displacement maps using multiple software including Substance Painter, Substance Designer, and Mari
- Understanding real world measurements and dynamics such as: atmospheric, lighting, shading, and modeling to real world scales
- Color correction using Adobe Photoshop and Vray in the final look development stages of a project
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VR PRODUCTION ASSISTANT *Here Be Dragons*

- Assisting with the setup of the virtual reality scenes
- Assisting executives with all tasks
- Working alongside producers and artists behind the scenes
- Gaffing electrical equipment
- Making sure all safety protocol documentation was completed
- Assisting with the breakdown of the scene at the end of the night
- Curating Image Research Decks for upcoming campaigns
- Working alongside producers and artists behind the scenes on campaign run-throughs
- Assisting the Camera Department with test shoots and inventory logs
- Going on runs for executives and department heads
- Scheduling

EDUCATION

DIPLOMA, CGI / 3D DESIGN
Think Tank Training Centre
Vancouver, B.C.
Oct. 2023 - Jan. 2025

CERTIFICATE, PATTERNMAKING
Seattle Fashion Academy
Seattle, WA
Sep. 2025 - Oct. 2025

CERTIFICATE, VR FILMMAKING
New York Film Academy
New York City, NY
Sep. 2017 - Nov. 2017

ASSOCIATES DEGREE, HUMANITIES
Pasadena City College
Pasadena, CA
Sep. 2015 - Jun. 2017

SKILLS

Maya

ZBrush

CLO3D

VRay

Mari

Gaea

Substance Painter

Substance Designer

Adobe Illustrator

Marvelous Designer

Photoshop

Premiere Pro

Modeling

UV Unwrapping

Texture Mapping

Look Dev

Rendering

Lighting

Animation

Patternmaking