Annalisa Echeverria

State your career goals and show how they align with the job description you're targeting. Be brief and keep it from sounding generic. Be yourself.

Education

2023 – 2024
3D Modeling
University of the Incarnate Word

While working towards my degree in 3D Modeling, I have learned about many different concepts and been able to apply them in projects. This includes the modeling pipeline, baking, optimization, rigging, as well as being able to work well in software like Zbrush, Maya, Substance Painter, Unreal Engine, and Marmoset.

Experience

2023 – 2023
Kaman's Art Shoppes, Antique Photographer
 Talk with customers and convince them of a sale, pose them for pictures, collaborate with my fellow coworkers

Skills

Contact

San Antonio. TX
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As a Character Art Intern you could:

- Create, assemble and maintain state-of-the-art real-time characters in UE5
- Work with Unreal Engine's MetaHumans for real-time and linear cinematic content
- Collaborate with multiple teams from character artists, to animators, to technical artists
- Create 3D characters, enemies, and character accessories such as backpacks in ZBrush/Maya

What we're looking for in a Character Art Intern:
- Portfolio showcasing artistic and technical aptitude
- Knowledge of character workflow including modeling, texturing, rigging and animation
- Experience integrating characters in Unreal Engine
- Passion for all aspects of character art creation
- Skilled in 3D content creation programs like ZBrush, Maya/3DSMax
- Knowledge of Marmoset, Substance and Unreal Engine is a plus
- Skills in composition, value, and dynamic posing is a plus
- Strong understanding of color theory and how color affects mood & focal points
- Traditional drawing skills and knowledge of the human anatomy is a plus

As Environment Art Intern, you will
- Model and texture stylized environment and prop art assets
- Optimize art assets for different platforms and performance needs
- Implement art assets into Unreal Engine
- Work closely with the Lead Artist and other team members to ensure style consistency and quality across all art assets
- Work from provided concept art and reference material

What We're Looking For
- A motivated individual who is passionate about 3D Art and seeking to further develop their skills through hands-on experience in a collaborative and creative environment
- Prior experience with hard surface and organic modeling and texturing in relevant software, 3DS Max, Maya, Photoshop, Zbrush, Substance, etc
- Prior experience with Unreal is a plus
- Portfolio showcasing examples of props and environment art
- Passion for gaming and desire to learn and grow

What You'll Do Funko Character Sculptor

- Solid understanding of the different Funko brands and form factors
- Capability to carry a product all the way through the production process of toys and collectibles across all Funko lines
- Create 3D assets of product using ZBrush with advanced artistic and technical proficiency in the software within a rapid timeline while requiring minimal oversight by Sculpt leads
- Strong research and planning skills and the ability to apply these to ongoing Funko projects
- Strong communication skills with the ability to work with a variety of people across multiple teams, including designers and production managers to ensure the quality of product
- Begin to focus on basic understanding of molding and figure production

- Ability to multitask with strong organizational skills and the capability of managing multiple projects simultaneously

What You'll Bring

- Ability to manage a large and diverse workload
- Possess creative vision, strategic thinking, organization and interpersonal communication skills
- 3-5 years of related experience as a Digital Sculptor
- Personal investment in performing and developing an ongoing role in a toys & collectibles team
- Excellent ability to interpret 2D concepts and translate them into 3D sculpts
- Advanced sculpting proficiency in ZBrush
- Basic to intermediate proficiency in Photoshop
- A strong portfolio with varied design styles showcasing the ability to sculpt with posing, clean forms, and appeal.
- Digital Art education or equivalent experience