

SOFIA ALMANZA TEJERINA

832 808 6589 | alesa7802@hotmail.com | www.linkedin.com/in/sofiaalmanza

SUMMARY

My objective is to gain knowledge and proficiency in 3D modeling, particularly in character and environment modeling, in order to secure a job in the game or motion picture industry. I aspire to bring characters to life from concept art and present my work to the world, with the goal of bringing enjoyment to others. Additionally, I aim to apply the problem-solving and interpersonal communication skills I've gained from previous job experiences to motivate and support team members in group settings.

PROFESSIONAL EXPERIENCE

NORDSTROM, INC.

Fulfillment Representative - Nordstrom, The Woodlands, TX

June 2020 - Present

Responsible for the fulfillment and delivery of online orders in coordination and collaboration with a team of 10 people.

- Delivery of 25 orders per hour exceeding the targets of the position 150%.
- Worked together with the team ensuring readiness to deliver the expected minimum 250 orders per hour.
- Secure not backlog on the received orders which was in the range of minimum 60 orders per shift.

Marble Slab Creamery

Customer Representative, The Woodlands

March 2018 – May 2020

Responsible for fulfilling the customer's orders and preparing the ice cream for the next shift being additionally in charge of keeping an image of the location.

- Responsible for proper handling of revenues generated by the location which was in the range of US\$300.
- Working together with the shift team on customer satisfaction guarantees delivering the right orders.

University of the Incarnate Word – learning about the 3D models, both environment and characters for production ready games and other various medias

Student, San Antonio

August 2021 – May 2025

Learn about the various modeling tracks one can take in the industry including environment and characters. We learn how the industry pipeline works and how the industry works so we can later use the experience that we learned in school to help us find a job in the industry

- learn what softwares the industry uses and how to use the various industry standard softwares.
- learn from people in the industry to make connections and how the industry works

EDUCATION

Bachelors Of Animation And 3D Design (3D Modeling) - Sophomore University of the Incarnate Word, San Antonio, TX, August 2021 - May 2025 (Graduation)

- **Software:** Zbrush, Maya, Substance: Painter and Designer, Marmoset, Unreal Engine 5, and Unity

Associate Of Fine Arts - Lone Star College, Tomball, TX., August 2017 - May 2021

High School Diploma – Tomball Star Academy, Tomball, TX., August 2017 - May 2021

Languages: Spanish (native); English (fluent); Portuguese (Fluent)