

Melissa Fontanini

3D Generalist

melissa.katrina@gmail.com

<http://melissakatrina.wix.com/artist>

614-209-0057

PROFESSIONAL EXPERIENCE

Adjunct Instructor

April 2014 - Present

Art Institute of California, Santa Monica, CA

- Instruct the Intro to 3D Character Rigging in Maya course, create the lesson plan, assignments, etc.

Freelance Artist

July 2013 - Present

Self employed, Los Angeles, CA

- Create, display, sell my own tangible art pieces and collaborations
- Co-Curate art shows with Shoghi Castel de Oro, Los Angeles, CA

3D Artist

January 2009 - May 2013

Total Immersion, Los Angeles, CA

- Worked as a 3D Generalist on Augmented Reality applications for mobile, tablet, web, and kiosk
- Modeled, textured, rigged, and animated 3D assets from scratch or would decimate geometry on client-provided hi-poly resolution items to make ready for realtime applications
- Created particle systems using Particle Accelerator
- Save out and/or create User Interface assets for iPhone, iPad, Android, Web, and Kiosk applications

Noteable Projects:

- Disney's The Amazing Spider-Man AR Book - iPhone and iPad multi game application
- Google Sandbox MAS Event for Android tablets
- Disney Theme Parks' Summer Event web advertisement
- Staples Center Verizon EP Basketball, Hockey, and Concert for Android tablets
- AMD Jetbike racing game using AMD tablets for CES 2013
- Strotman for the Animal Planet toy release inside of Wendy's Kids' Meals for iPhone and web
- Strotman and Chik-fil-A Hero Cow comic book for iPhone and iPad
- NBC Universal's Cowboys & Aliens Coca-Cola Round Up web and mobile game
- The Mattel toy release of James Cameron's Avatar - web experience

Training and Artist Development Lead Intern

June 2006 - August 2008

Sony Pictures Imageworks, Training Department, Culver City, CA

- Attended and assisted in the creation and preparation of training classes and tutorials
- Assisted on various aspects of production for current in-house movies such as: Surf's Up, Beowolf, Monster House, Spider-Man 3, G-Force, I Am Legend, Alice in Wonderland
- Brought on as a weekend Production Assistant for Spider-Man 3

Digital Compiler

June 2007 - August 2007

SIGGRAPH 2007 Animation Theater for Paul Debevec out of ICT, Marina del Rey, CA

- compile films submitted for the Animation and the Electronic Theaters for projection and DVD Compilation

SKILL SET

3D modeling for realtime, 3D modeling from image reference and from physical objects, proficient UV layout and texturing, rigging, direct client interaction, problem solving, working with quick deadlines in a team environment, highly motivated, quick learner

SOFTWARE

Maya 2014 Photoshop CS6 After Effects CS6 Premiere Pro CS6
Motion Builder Adobe Illustrator Microsoft Office Bundle PFTrack

EDUCATION

Gnomon School of Visual Effects, Hollywood, CA

- Continuing education - HD Filmmaking for VFX, Matchmove and Integration, Intro to Compositing

2014

University of Southern California, School of Cinematic Arts, Los Angeles, CA

- Division of Animation & Digital Arts MFA

December 2008

The Ohio State University, College of Art, Columbus, OH

- Art & Technology BFA

March 2005