

Melissa Fontanini

3D Generalist

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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					
• Strottman for the Animal Planet toy release inside of Wendy's Kids' Meals for iPhone and web					
• Strottman 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, Beowulf, 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 Motion Builder	Photoshop CS6 Adobe Illustrator	After Effects CS6 Microsoft Office Bundle	Premiere Pro CS6 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	