



✉️ mail@zophiekat.art

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<https://www.artstation.com/zophiekat>

Skills

- Troubleshooting
- Problem Solving
- Fix and create tools on the spot
- Python programming
- Blender bpy
- Maya cmds
- Bilingual (Spanish, English)

Education

Animation Mentor:

Main animation course (AN01, AN02)

Taller de Chucho:

Art Workshops, Totaling 185 Hours:

- Animatic in Animation
- Post-production Supervision
- ToonBoom Harmony
- Puppet Painting
- Miniature Modeling
- 3D Modeling
- Stop Motion Animation with Brian Leif Hansen
- Stop Motion Animation with Mayreni Senior Seda

Software

- Blender
- Maya
- Unreal Engine
- Perforce
- VSCode
- XCode

Sophia Martinez

Rigging Artist, 3D Generalist

Glitch Productions - Jr. Rigging Artist

June 2023 - August 2025, (2 years, 3 months). Contract, Remote
- Rigging and Skinning props, vehicles, and character projects in Maya.
- Create visual and written documentation for rig assets.
- Test, debug, and fix rigs for quality assurance.
- Asset compatibility with Unreal Engine 5 and Alembic caches.

Production Crate - 3D Rigger

December 2022 - November 2023, (1 year). Seasonal, Remote
Rigged hard surface models for VFX production-ready assets in Blender 3D.

Apex Hosting - 3D Generalist

May 2022 - May 2023, (1 year, 1 month). Contract, Remote
August 2020 - December 2020, (5 months). Contract, Remote
Freelance/contractor 3D Artist work for animated shots appearing in company social media on a per project basis.

Squared Media - 3D Generalist

April 2018 - December 2022, (4 years, 9 months). Freelance, Remote
Custom asset production for rigs, animation scenes and troubleshooting.

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