Vanessa Velasquez

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Skills

- **Technical Skills**: Unreal Engine, Maya, Blender, ZBrush, Substance Painter, Photoshop, Illustrator, After Effects, Arnold

- **3D Design & Animation**: Blueprints (Visual Scripting), Control Rigs, Motion Capture Supervision/Intergration, UV Mapping, Shading, Rendering

- **Pipeline & Project Management**: Asset Libraries Management, Workflow Optimization, Cross-Functional Leadership, Quality Control, Team training, Documentation, Curriculum Development

- **Marketing & Creative**: Social Media Marketing, Advert Design, Content Creation, Branding and Identity Design, Campaign Development, Video Editing

- **Communication & Teamwork**: Excellent Verbal & Written Communication Skills, Strong Interpersonal Skills, Collaborative Team Player, Cross-Department Coordination

Languages

- English: Native

- Spanish: Native

Experience

Technical Director/Technical Animator
Archetype IO (Remote/Contract) — Sep 2023 – Present

- Integrated Metahuman characters into a music video, enhancing storytelling with realistic animations aligned with creative vision.

- Developed a modular Control Rig system, streamlining character rigging and animation across projects.

- Managed live motion capture integration, ensuring real-time capture and seamless character animation.

- Created custom blueprints and user-friendly tools to optimize workflows for motion capture and animation.

- Designed an efficient studio pipeline for motion capture projects, standardizing workflows for integration and asset management.

- Led cross-functional teams to deliver projects on time and within budget.

Technical Animator
Noitom Inc. (Hybrid) — Mar 2021 – Jun 2023

- Delivered dynamic motion capture performances for trade shows and internal testing, contributing to high-quality animations and live demos.

- Optimized Unreal Engine character pipelines, improving workflow efficiency and integration.

- Redesigned and optimized the asset library over 3 months, implementing structured categorization to improve organization, improve accessibility, and streamline asset retrieval processes.

- Developed groom assets, improving character realism and texture quality.

- Authored detailed documentation for studio pipelines and Unreal Engine functionalities.

- Provided technical support and solutions to clients, supporting successful sales engagements.

- Spearheaded quality assurance checks for textures and rendering, ensuring consistency across projects.

- Tested and implemented new motion capture systems, driving innovation in animation pipelines.

3D Designer
Applovin Inc. (Remote) — Nov 2019 – Jan 2021

- Managed projects from concept to implementation, ensuring timely delivery and client satisfaction.

- Coordinated and edited client-provided assets to meet project requirements.

- Planned and managed asset outsourcing, optimizing resources and timelines.

- Collaborated with international markets on localization tasks to ensure cultural and regional precision.

- Consistently met 4-day turnaround deadlines for asset delivery, ensuring smooth project timelines.

- Trained junior designers in 3D design tools and best practices, fostering team growth.

3D Artist
Jaibana Studios (Miami, FL) — Feb 2006 – Jun 2019

- Designed high-resolution, realistic models for interactive media, including characters, products, and hard surface assets.

- Contributed to notable projects, enhancing visual quality and user engagement.

- Took 2 weeks to paint weights on the tentacle monster for *The Mist*, ensuring smooth deformations and lifelike movement.

- Optimized high-poly models to mid-range poly counts while maintaining visual fidelity.

- Delivered UV unwrapping and atlasing, ensuring accurate texture mapping.

Faculty - Computer Animation/Visual Effects
Ai Miami International University of Art & Design (Miami, FL) — Jul 2014 – Jan 2019

- Instructed students on 3D modeling techniques, guiding them through development stages.

- Designed and implemented course curricula aligned with industry standards.

- Delivered instruction in Autodesk Maya and Adobe Photoshop, equipping students with essential skills.

Art Director
Sleepy Dragon Studios (Miami, FL) — Jan 2014 – Jan 2019

- Directed art for 20+ mobile app games, ensuring high-quality visuals and cohesive style.

- Oversaw asset export and troubleshooting to ensure seamless game engine integration.

- Designed and animated 2D assets, improving visual appeal and user engagement.

Education

MFA in Computer Animation
Ai Miami International University of Art and Design (Miami, FL), Jun 2011
Thesis Focus: Advanced Rendering Techniques and Complex Shaders

BFA in Computer Animation
Ai Miami International University of Art and Design (Miami, FL), Jun 2008