



## Angela Arzumanyan Environment Artist/Modeler

email: [angela.arzumanyan18@gmail.com](mailto:angela.arzumanyan18@gmail.com)

cell: (646)784-2590

website: [www.angela-arzumanyan.com](http://www.angela-arzumanyan.com)

Reference available upon request

### Experience

#### **Blue Sky Studios-** Modeler/Environment Artist

Sept 2018-April 2021

Nimona (2020-2021): Responsible for modeling environments, from props to sets. Collaborating with procedural modeling, materials, rigging, and set extension disciplines. Assisting and collaborating with developers as they're creating the USD pipeline in Maya. Collaborating with the design department to achieve quick variation, while staying on show style.

Spies In Disguise (2018-2019): Working in the modeling department. Responsible for modeling props, adjusting set redesigns, and assisting other modelers with set work.

#### **Blue Sky Studios-** Modeling Intern

June 2018-Aug 2018

Working with the modeling team to create assets for Spies in Disguise.

#### **Walt Disney Animation Studios-** Modeling Intern

June 2017-Aug 2017

8 week mentorship program where studio interns work together to create a 90 second short, "Ventana". Responsible for all 3D modeling and set dressing on the short, as well as assisting with lighting and compositing.

#### **Muse Games-** 3D Intern

June 2016- Sept 2016

Responsible for environmental modeling as well as assisting in character modeling and set dressing for the mobile game, Hamsterdam.

#### **School of Visual Arts-** Lab Assistant/Equipment Specialist

June 2015- Dec 2017

Creating tutorials for department website. Supervising green screen shoots and checking out equipment offered by the department. Assisting system administrators with program installments and render farm issues.

### Education

#### **School of Visual Arts-** 2014-2018

Majoring in Computer Art, Computer Animation, and Visual Effects

Mentor for the MARS, mentorship program

### Skills

Maya, ZBrush, SpeedTree, Substance Painter, Mari, Nuke, After Effects, Photoshop, Illustrator, Premiere Pro  
Arnold

Windows, Linux, Mac

### Languages

English, Russian