**Briana Martini**

**3D Modeler / Texture Artist / Lighting Artist**

**BCMartini77@gmail.com**

**(818)439-2386**

**Portfolio: brianamartini.com**

**Experience**

**Amazon**

**| Seattle, WA**

3D Artist July **2018 – Now**

**Modeling, Lighting, Rendering, & Compositing 3D Assets for Editorial & Promotional Imagery**

**Freelance 3D Artist & Graphic Designer**

Independent Contractor **August 2016 – July 2018**

**Modeling 3D Assets for Prop Replicas**

**Graphic Design & UI for Apps, Websites, & Newsletters**

**Martini Akpovi Partners, CPAs | Encino, CA**

Office Assistant **2008 – 2018**

**Education**

**Academy of Art | San Francisco, CA**

**Game Design – 3D Modeling *2013 – December 2016***

**Skills**

* **Creating 3D assets of varying levels of technical needs & complexity while matching closely to initial designs, dimensions, & references**
* **Designing photorealistic and hand-painted materials and textures**
* **Lighting & styling assets and environments for render in whatever style best fits the project and clients’ needs**
* **Compositing rendered imagery into easily accessible & editable files**
* **Working in highly collaborative, fast-paced production & office environments**
* **Using the following programs: Maya, Photoshop, Substance Painter, Blender, Cinema 4d, V-Ray, Redshift, Zbrush, Unreal, iRay, Unity**