

MAYA BOWEN

3D surfacing artist with 5 years' work experience in 3D texturing for film, virtual reality games, and television.

EXPERIENCE

Red Team Interactive, "Sail VR," Monsters and Mazes VR, "Hard Drive VR" — *Lead 3D and Texturing Artist*

NOVEMBER 2023 - CURRENT

- Spearheaded the design, modeling, UV mapping, and texturing processes for all in-game assets, including multiple characters, weapons, environments, and vehicles, ensuring adherence to project specifications and artistic vision
- Implemented advanced texturing techniques and optimization strategies to produce high-quality textures suitable for immersive VR experiences within Unity, enhancing visual fidelity while maintaining performance standards
- Transitioned into a broader role encompassing weight painting and asset integration into Unity, effectively streamlining the production pipeline and optimizing asset performance
- Actively collaborated with cross-functional teams to align technical implementations with creative objectives and project milestones

Student Emmy Winner: "The Witch's Cat" Film — *Surfacing and Modeling Artist*

OCTOBER 2021 - MAY 2023

- Modeled, UV mapped, and textured multiple prop clusters for animated Capstone film, with assets rendered in both Unreal Engine 5 and Renderman for Houdini
- Maintained asset stability for downstream pipeline by implementing USD workflow in Houdini Solaris
- Worked closely with the direction of leads to iterate on the desired look

BYUtv — *Animation Production Specialist*

OCTOBER 2020 - JUNE 2023

- Designed, modeled, textured, animated, simulated, lit, and rendered 3D animation and motion graphics in Cinema 4D, Cycles, and Redshift
- Displayed skill and problem solving in a deadline-driven environment
- Mentored multiple students and oversaw project tracking and organization

EDUCATION

Brigham Young University, Provo UT — *Animation Bachelor of Fine Arts (BFA)*

AUGUST 2019 - APRIL 2023

SKILLS AND LANGUAGES

- Expert in texture painting, procedural textures, customization of existing shaders, and original shader creation.
- Skilled in 3D Modeling, UV texture mapping and UDIM tiling.
- Proficient in industry-standard animation software such as Substance Painter/Designer, Mari, Renderman, Houdini, Maya, Unreal Engine, Photoshop, Zbrush, and Unity.
- Strong knowledge of color theory, composition, lighting, and visual design principles.
- Demonstrates strong time management skills.
- Professional, kind, self-motivated and organized, with an attention to detail and a desire to learn.
- Thrives in team environments, with excellent communication and interpersonal skills. Can collaborate with multiple teams to achieve project goals.
- Fluent in English and French.