

CONTACT



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 <https://bit.ly/2D0sqsi>

 <https://bit.ly/3vSBPXq>

LANGUAGES

 **ENGLISH (95%)**

 **FRENCH (80%)**

ART SKILLS

 **3D ANIMATION**

 **3D RIGGING**

 **3D MODELING/SCULPTING**

 **SURFACING/LIGHTING**

 **GROOMING**

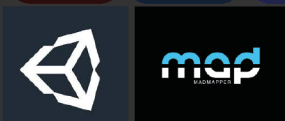
 **MOTION GRAPHICS**

 **VIDEO EDITING/MONTAGE**

 **TRADITIONAL SCULPTING**

 **TRADITIONAL/DIGITAL
DRAWING**

SOFTWARE



MARTHA LETICIA VALLES GIL

OBJECTIVE

To formally initiate a professional career into the 3D Animation industry. Bring my talent to the table by collaborating with the experience and skillsets acquired so far, and continue to learn and grow even more on the way.

EDUCATION

- ➔ **2007 – 2010: High School, Bilingual Program**
➔ Instituto Tecnológico y de Estudios Superiores de Monterrey, Campus Santa Fe, CDMX
- ➔ **2013: VANARTS' Story Development and Animation Masterclasses**
➔ With Pixar Artists Andrew Gordon and Matthew Luhn
- ➔ **2010 – 2014: Bachelor's degree in Digital Arts and Animation**
➔ Instituto Tecnológico y de Estudios Superiores de Monterrey, Campus Santa Fe, CDMX
- ➔ **2016 – 2018: English as Second Language classes**
➔ New Jersey City University, NJ, USA
- ➔ **2019 – 2020: 3D Animation and Visual Effects Diploma**
➔ Vancouver Film School (VFS), Vancouver, BC, Canada

WORK HISTORY

- ➔ Generated and animated CGI content for an HMD Oculus Rift virtual tour called "Mad Man's Mansion"(school project)
- ➔ Generated the voxelized animation effect in the VFX short film called "RUBIK" (school project)
- ➔ Modeled, Textured, Rigged and Animated a Pug character (school project)
- ➔ Generated animated content for a fashion Projection Mapping school project where seasonal clothing projected onto a manikin (generated the spring clothing)
- ➔ Generated CGI content for visual fairy tales meant to help children with hearing disabilities learn in school at Instituto Pedagógico para Problemas de Lenguaje IAP – Ippliap (social service)
- ➔ VFS 3D Animation and Visual Effects graduate. Made Character Design / Modeling / Rigging / Animation / Surfacing / Lighting / Grooming / Hair Sim / Mocap Cleanup / Motion Graphics for my final demo reel "Lola Pop"  <https://bit.ly/3vLuBFc>