

EMMA OCHS  
3D Modeler



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## ABOUT

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Creative, hardworking, and detail-oriented 3D modeler with 2+ years of work experience. Always keen to work with the team to produce quality assets and learn new skills. Incorporates traditional painting knowledge to add fine detail in surfacing work. Outside of work, enjoys sketching, dungeons and dragons, and playing with her dog.

## WORK EXPERIENCE

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**3D Modeler, Wildbrain Studios**  
Vancouver, BC

Jun 2018 – Aug 2020

- 3D modeler and surfacing artist on Lego Ninjago
- Modeled and surfaced sets, characters, props, and creatures.

## EDUCATION

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**3D Modeling for Animation and Games Diploma**  
Vancouver, BC

Oct 2015 – Mar 2018

**LaSalle College (Formerly the Art Institute of Vancouver)**

Studied various aspects of 3D modeling, texturing, and sculpting and their applications within the industry.

## ACHIEVEMENTS

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**Portfolio Show Outstanding Achievement**

Mar 2018

- Received the outstanding achievement award at the LaSalle portfolio show for 3D modeling reel.

## SOFTWARE

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- Maya
- Mudbox
- ZBrush
- Mari
- Adobe Photoshop
- Adobe Illustrator
- Substance Painter
- Substance Designer
- Renderman
- V-Ray