# DENIZ MANI

# CG Environment Artist | CG Asset Artist

**929-465-3043** 





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## SKILLS

- Autodesk Maya
- Arnold Renderer
- Substance Painter
- Substance Designer
- Nuke
- Z-Brush
- Marvelous Designer
- Speed Tree
- Mocha Pro
- Adobe Suite
- Autodesk Shotgrid

# 3D Abilities

- Modeling
- Texturing
- Lighting
- Compositing
- Look Development

# 05

- Windows
- Mac

## EDUCATION

#### **School Of Visual Arts**

BFA in Computer Art, Animation and Visual Effects | September 2018 - May 2022

- Term Honors: Spring 2019, Spring 2020 and Spring 2021
- Awards: SVA 2022 Alumni Scholarship Award

## EXPERIENCE

## Mission: 2089 (Film)

CG Generalist | 2021 - 2022

- Producer and Environment TD for short animated thesis film.
- My Responsibilities included Environment Modeling, Asset Modeling, Set Dressing, Texturing, Compositing and Rendering.

## **Outgrow (Film)**

CG Generalist | May 2020 - September 2020

- Remotely worked collaboratively with a team of seven during the Covid 19 pandemic.
- Responsible for Asset Modeling, Lighting, Compositing and Rendering.
- Outgrow has been showcased in several festivals.

#### **Volunteer Senior Thesis Modeler**

Asset Modeler for multiple thesis films | 2020 - 2023

• "Wound Up" (2020), "Disillusionment" (2021), "The Little Knight" (2021), "Midas" (2022), "Insecurity (2023)

#### **Women Working**

Animator and Video Editor Intern | February 2018 - May 2018

• Created, produced and edited short videos with animaion on themes that empower women that were used on social media.

## LEADERSHIP EXPERIENCE

## **3D Modeling Club**

Founding Member and Co-President | October 2020 - May 2022

• Organized Alumni and Industry professional Artist workshop events at School of Visual Art for Computer Arts Students.

#### **Senior Connections**

Organizer | 2020 - 2022

• Senior Connections allows students to connect with each other, work collaboratively and gives a chance to get a feel for film production.

#### M.A.R.S (Mentorship Advice Relationship Club)

Student Mentor | 2021 - 2022

• Taught 3D Modeling, UV'ing, Texturing, lighting and provided educational assets to my Computer Art Mentees.