

PAULINA LORES

3D ARTIST

CONTACT

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🌐 www.paulinalores.com

SOFT SKILLS

- Passionate about my work.
- Quick learner who readily adapts to new challenges.
- Strong creative problem-solving abilities.
- Good communication and teamwork skills.
- Resilient.
- Jump at any opportunity where I can help others.

HARD SKILLS

Maya, XGen, Ornatrrix, Substance Painter, Arnold, Redshift, Houdini, ZBrush, Blender, Yeti, Nuke, Photoshop, After Effects, Premier, Illustrator

ADITIONAL TRAINING

VanArts Animation and Story Masterclass

14 hours, 2015

masterclass in Story Development, Character Design & Animation

Animation Mentor

6 Weeks, 2015

3D Animation Basics

LANGUAGES

English 

Spanish 

PROFILE

Ever since my childhood, I've carried a deep-rooted aspiration to contribute to the art of animation, drawing from the same well of inspiration that once captivated me as a young viewer. As a CG Groom Artist, I've been fortunate to pursue that dream and work in a field I'm truly passionate about. My journey is fueled by the same passion that has driven me since childhood, and I'm excited to embrace new challenges and continue to learn as I pursue my interests in grooming, modeling, and VFX.

WORK EXPERIENCE

CG Goomer

RTFKT

2023 - current job

- **Lead in All Grooming Aspects:** I hold the pivotal role of overseeing and executing all grooming and shading tasks, playing a central role in the creative process to achieve the desired look.
- **VFX Collaboration:** Additionally, at RTFKT, I've had the opportunity to explore the world of VFX using Houdini. I've contributed to various VFX projects, including cloth simulations, magical effects, destruction sequences, and fascinating transformations.

Junior Groomer

ICON Creative Studios

2020

- Contributed to multiple shows, including "Monsters at Work," "Action Pack," "Alice's Wonderland Bakery," "Rocket Club," and others. Responsibilities included the creation of grooms and shaders based on 2D concept art, skillfully translating them into 3D while maintaining the integrity of the original design.

EDUCATION

AnimSchool

Online

3 months, 2024

- Intermediate Character Modeling ZBrush

CG Spectrum

Online

3 months, 2021 - 2022

- Introduction to Houdini
 - Particle FX, RDB, Pyro, Flip, and more.

Vancouver Film School

Vancouver, BC

One year, 2018 - 2019

- 3D Animation and Visual Effects.

Anahuac University

Mexico City

One and a half years, 2017 - 2018

- Multimedia Design

CENTRO de Diseño

Mexico City

One and a half years, 2016 - 2017

- Multimedia Design