

DONIA LIECHTI

CG MODELING/TEXTURING

646 684 0420

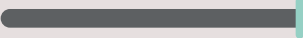
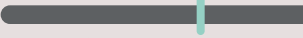
DONIALIECHTI@GMAIL.COM

DONIALIECHTI.COM

EDUCATION

2009 - 2013
SCHOOL OF VISUAL ARTS, NY
- COMPUTER ART -

LANGUAGES

FRENCH/ENGLISH 
ARABIC 
SPANISH/ITALIAN 

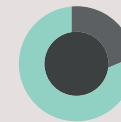
SKILLS



MAYA
ZBRUSH
SUBSTANCE PAINTER
UNITY&UNREAL



PHOTOSHOP
MARI
MUDBOX



VRAY/ARNOLD
AFTER EFFECTS
SUBSTANCE DESIGNER
3D COAT


MODELING + TEXTURING + SCULPTING + LAYOUT + RETOPO
+ SHADER + PREVIZ + OPTIMIZATION

EXPERIENCE


FULL TIME
THE ODD GENTLEMEN
PETALS, TEXAS CHAINSAW MASSACRE,
HARMONIUM, UNTITLE CONSOLE GAME


LEAD 3D ARTIST
ENV/CHARACTER MODELING
TEXTURING/SHADING/LIGHTING
LAYOUT/SET DRESSING

2020 APRIL - CURRENT


FULL TIME
THE GAME BAND
WHERE CARDS FALL GAME


ENV/CHARACTER MODELING
COMPOSITION LAYOUT

2019 JAN - 2020 APRIL


FREELANCE
THE THIRD FLOOR
JUMANJI 2, DOLITTLE, POKEMON RIDE


CHARACTER/PROP/SET MODELING
TEXTURING
RETOPOLOGY

2018 JULY - DEC


FULL TIME
TITMOUSE
DISNEY JUNIOR - GOLDIE AND BEAR


ASSET SUP OUTSOURCE STUDIO
LAYOUT, PROXY
QUALITY CONTROL
2D DESIGN CONSISTENCY TO 3D

2016 JUNE - 2018 JUNE


FREELANCE
AMOBEE
PROJECT - ALICE THROUGH THE LOOKING
GLASS - XMEN - JEEP - BABYBEL APP

HYPER REALISTIC LOW POLY
MODELING, TEXTURING
CHARACTERS/SET

2016 MAY - JUNE


FREELANCE
HIFI 3D
PROJECT - RESIDENCE MARRIOTT -
AVENGERS - PLAYDOH


CHARACTER/PROP/SET MODELING
RETOPOLOGY
SCULPTING
TEXTURING
RIGGING

2016 MAY
2015 FEB
2013 JUNE

PERMA - FREELANCE
MILK BARN
DISNEY JUNIOR - GOLDIE AND BEAR

ASSET SUP OUTSOURCE STUDIO
LAYOUT, PROXY
QUALITY CONTROL
2D DESIGN CONSISTENCY TO 3D

2015 APRIL - 2016 MAY


INTERN - FREELANCE
FRAMESTORE
PROJECT - EDGE OF THE WOODS
THE AVENGERS OCULUS RIFT

PROPS/SET MODELING
TEXTURING
MAIN CHARACTERS
ANIMATION

2015 MARCH
2013 SEPT
2013 JUNE - JULY


FREELANCE
CORTES STUDIO
PROJECT - MARVEL TOYS
MY LITTLE PONY - NIGHTMARE BEFORE
CHRISTMAS

CAR TOY MODELING
FIGURING MODELING/SCULPTING
SET MODELING, TEXTURING
LIGHTING

2015 JAN - FEB
2013 APRIL - JUN

FREELANCE
BOUNCY FRUIT
PROJECT - N/A
SMITHSONIAN MUSEUM INSTALLATION
GAME APP

CHARACTER MODELING
TEXTURING
RETOPOLOGY

2015 JAN - FEB, SEPT
2014 JUNE, OCT
2013 SEPT


FREELANCE
NAPOLEON GRP

CHARACTER MODELING
TEXTURING
SKIN WEIGHT

2014 JULY - SEPT
2013 JULY - AUG

FREELANCE
THE ASSET STUDIO


GAME ASSET MODELING
HYPER - REALSTIC
TEXTURING (COL,SPC,BMP,NRM)

2014 JULY - SEPT
2013 JULY - AUG

FREELANCE
NATIVE TO NOISE
PROJECT - SHOWTIME X - RAY

MEDICAL MODELING
ANIMATION

2014 JULY - SEPT
2013 JULY - AUG


FREELANCE
NOT TO SCALE
PROJECCT - GEORGIA LOTTERY

CHARACTER/SET/PROPS MODELING
TEXTURING, RIGGING

2014 FEB


INTERN - FREELANCE
NATHAN LOVE
PROJECCT - FRUIT LOOPS
EMOTIONS / DORA


PROPS/SET MODELING, LAYOUT,
CHARACTER/CAMERA ANIMATION,
TEXTURING, PREVIZ

2014 FEB
2013 NOV - DEC


FREELANCE
THE STUDIO
PROJECT - F IS FOR FOX


MAIN CHARACTERS
MODELING

2013 OCT


FREELANCE
THE MOLECULE
PROJECT - ROYAL PAINS

CG GENERALIST

2013 JUNE


INTERN
RABBIT CONENT LA
PROJECT - FORZA

SET/PROP MODELING
TEXTURING

2012 JUNE - JULY