

## Contact

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(LinkedIn)  
[leticiagillett.com](http://leticiagillett.com) (Personal)  
[www.artstation.com/leticiarg](http://www.artstation.com/leticiarg)  
(Portfolio)

## Top Skills

Texturing  
Modeling  
Lighting

## Languages

English  
French  
Portuguese

## Honors-Awards

Presenter  
Demo Presenter  
Brazil Digital Mag Issue #04  
3D Artist Magazine issue#73  
3D Creative Magazine issue#109

# Leticia Reinaldo Gillett

Character Development Artist at Netflix Animation  
Los Angeles, California

## Summary

I'm a 3D modeler and texture artist with a focus on bringing characters to life.

Before coming to the US, I worked in Brazil with Archviz , in commercial houses as a 3D generalist and taught for 3 years on the subjects of Archviz and 3D Character Creation. I moved from Brazil to follow my dream of studying at Gnomon School of Visual Effects. While there, I studied a ton and met amazing artists. After finishing school, I've worked for various studios including Disney Consumer Products, Blizzard Entertainment as a 3D Character Artist on Overwatch and at Dreamworks as a 3D modeler. Today, I live in Los Angeles with my sweet husband, strange cat Mia and my crazy dog Sadie, currently working at Netflix Animation as Character Development Artist.

### Proficiency:

Maya, ZBrush, Photoshop, Substance Painter, Mudbox, Arnold, Marmoset Toolbag, Marvelous Designer

You can find my work at - <https://www.artstation.com/leticiarg>

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## Experience

Netflix Animation  
Character Development Artist  
July 2019 - Present (8 months)  
Los Angeles, California, United States

DreamWorks Animation  
3D Modeler  
March 2018 - July 2019 (1 year 5 months)

Gnomon School of Visual Effects  
Instructor  
April 2017 - April 2019 (2 years 1 month)

## Greater Los Angeles Area

I'm an instructor for the Stylized Character Creation class.

### Blizzard Entertainment

3D Character Artist

January 2016 - March 2018 (2 years 3 months)

Creation of characters, guns and props. (modeling and texturing)

### Disney Consumer Products

Freelancer 3D character artist

March 2015 - December 2015 (10 months)

3D character models

### Visual Creatures

Freelance Character Artist

April 2014 - June 2014 (3 months)

United States

Look Dev and Model all characters for Saturday Night Live Scketch- Dragon Babies

### Eclipse

Finisher and 3D Artist

October 2013 - January 2014 (4 months)

### SAGA - School of Art, Games and Animation

Instructor

March 2009 - May 2011 (2 years 3 months)

I had the opportunity to teach at SAGA – School of Art, Game and Animation assisting students to achieve their goals through the process of creating 3D characters. During my stay, I developed and taught a program focusing on architectural visualization which has remained in place and has continued to grow since its creation.

### ZQuatro

3D Artist

2008 - 2009 (1 year)

3D Modeling, Texturing and Lighting for characters and environments.

### ARAD

3D Artist

2006 - 2008 (2 years)

Modeling and texturing for 3D Architectural Visualization.

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## Education

Gnomon School of Visual Effects

Certificate, Digital Production for Entertainment, Modeling & Texturing · (2011 - 2014)

ZBrush Workshops

Certificate , Stylized Character Modeling · (2014 - 2014)

Saga School of Art, Game and Animation

Certificate, 3D Modeling and Texturing · (2008 - 2010)

Faculdade Mauricio de Nassau

Bachelor of Technology (B.Tech.), Systems for Internet · (2006 - 2009)

UNIBRATEC

Certificate, Graphic Design · (2004 - 2006)