



Melody Romero
CG Modeler and Texture Artist
Los Angeles, CA

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Summary

I'm a CG modeler and texture artist from Los Angeles, with an emphasis in environment art. I did my undergrad at Southern Adventist University and got a 2 year certificate at Gnomon School of VFX and Animation.

Experiences

Nickelodeon Animation Studios / Environment Artist
July 2019 - Present, Burbank, CA

CG Environment Modeler on Rugrats and Star Trek Prodigy. Responsible for modeling and set dressing a variety of sets and assets with a range of stylization, based on concept art. Job also included UV mapping, rigging assets, and scripting in Python.

Volunteered with Nickelodeon Community Efforts and mentored High School students while they worked on animated shorts.

Education

Gnomon School of VFX and Animation / Certificate in Digital Production
September 2017- August 2019, Los Angeles, CA

2 year certificate in Digital Production. Worked for the Events Department and volunteered giving school tours.

Southern Adventist University / BS in Animation
August 2012 - May 2016, TN

Bachelor of Science in Animation. Graduated Summa Cum Laude. President of the Art Club, organized community service events. Served on a mission trip to Bolivia and painted a mural at a school.

Skills

Software

Modeling: Maya, Zbrush, Mudbox, Speedtree

Texturing: Substance Painter, Substance Designer, Photoshop, Mari

Rendering: Redshift, Vray

Compositing and Editing: Nuke, After Effects, Premiere, Final Cut

Misc: Xgen, Unreal Engine, Marvelous, Houdini, nCloth, Mash, Python

Awards

Gnomon Best of Term - Spring 2019, Summer 2019
Gnomon Student Gallery Show - 2019, 2020

Organizations

Women in Animation

LatinX in Animation