

Kimberly Erquinigo

3D Modeler | 3D Generalist | Environment Artist

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EXPERIENCE

School of Visual Arts – New York, NY – *Environment Modeling & Set Dressing Substitute Professor*

October 2025 - November 2025

- Delivered lectures in Environment Modeling and Set Dressing as well as assisted students with ongoing projects using industry-standard techniques.

Lockheed Martin Space – Littleton, CO – *Interactive 3D Generalist*

January 2022 - April 2023

- Modeled and UV-mapped assets for interactive 3D environments, improving visual storytelling and user engagement.
- Responsible for 3D layout, ensuring technical accuracy and aesthetic consistency.
- Collaborated with engineers and designers to create realistic space simulations.

Mikros Animation – Montreal, QC – *Set Modeling Artist*

May 2021 - December 2021

- Modeled detailed environments, props, and sets for the animated feature film “Thelma the Unicorn” (2024).

Mikros Animation – Montreal, QC – *Final Set Dressing Artist*

August 2020 - April 2021

- Responsible for shot-level set dressing, optimizing scene composition and visual appeal in “Paw Patrol: The Movie”.

Reel FX – Montreal, QC – *Sets & Environment Artist*

January 2019 - July 2020

- Responsible for set dressing, prop modeling, and additional layout for major animated features and shorts, including “SCOOB!” (2020), “Rumble” (2022), “Best Fiends: Temper’s Adventure” (2019) and “Best Fiends: The Immortal Cockroach” (2019).
- Implemented efficient troubleshooting solutions, enhancing cross-departmental workflow and final output quality.

321Launch – New York, NY – *Freelance 3D Artist*

November 2018 - November 2018

- Modeled and textured 3D assets for commercial projects, delivering high-quality visual content for client campaigns.

Framestore – New York, NY – *CG Intern*

February 2018 - May 2018

- Assisted with modeling, texturing, and look development, supporting high-impact commercial projects with a focus on quality and detail.

EDUCATION

School of Visual Arts - New York, NY - *Bachelor of Fine Arts*

Major: Computer Art, Computer Animation, and Visual Effects

SKILLS

Maya, Substance Painter, Mari, ZBrush, Unity, Houdini, Marvelous Designer, SpeedTree, UV Layout, Katana, ShotGrid, Adobe Creative Cloud

PROGRAMMING LANGUAGES

Python

OPERATING SYSTEMS

Linux, Windows, and macOS

LANGUAGES

English, Spanish