

Kimberly Erquinigo

3D Modeler | 3D Generalist | Environment Artist

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EXPERIENCE

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.
- Designed intricate 3D layouts, 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).
- Collaborated closely with art directors to ensure artistic alignment and project efficiency.
- Enhanced the visual depth and realism of environments, significantly improving the overall quality of the final production.

Mikros Animation - Montreal, QC — *Final Set Dressing Artist*

August 2020 - April 2021

- Conducted shot-level set dressing, optimizing scene composition and visual appeal in "Paw Patrol: The Movie".
- Enhanced narrative depth through precise set decoration and prop placement.
- Streamlined set dressing processes, resulting in faster turnaround times.

Reel FX - Montreal, QC — *Sets & Environment Artist*

January 2019 - July 2020

- Executed set dressing and prop modeling 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.
- Contributed to the development of key scenes, earning recognition for creativity and attention to detail.

321Launch - New York, NY — *Freelance 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.
- Gained hands-on experience in a fast-paced production environment, contributing to successful client projects.

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 Mac OS

LANGUAGES

English, Spanish