



# Daniela Salvador

## 3D Modeller Artist

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(647) 569-9547  
Toronto, ON, Canada

### Skills

- 3D Modelling
- Texture and UV Maps
- Lights, Camera, and Render
- Compositing
- Mac and Windows operating system
- Fast learner
- Attention to details
- Team worker

### Knowledge

-  Autodesk 3DS Max
-  Adobe After Effects
-  Adobe Illustrator
-  Adobe Photoshop
-  Mackevision Picture Shooter

### References

CHRISTIAN STEFFAN  
Senior Art Director  
Phone : (647) 200-0704

DAVID BOOTH-REDDICK  
Humber College Professor  
Phone : (437) 991-6196

# Summary

With a Bachelor Degree in Filmmaking, Diploma in Computer Graphics and pursuing a career as a 3D Modeller Artist, my detail oriented and creative skills are continually growing to achieve better results.

# Professional Experience

- Junior Architectural CGI Artist  
Neezo Studios Aug, 2019 - Dec, 2019  
Modeling and camera animation for TV shows and real estate. Use archived models or modify them to be accurate with client reference photos and videos. Implement or modify textures, animate camera according to client' s storyboard, and render preview animation for approval.
- 3D Artist  
DDB Canada May, 2018 - May, 2019  
Provide 3D raw assets for Volkswagen website and social campaigns, camera and lights setting, and converting and implementing HDRI maps.
- Summer Media Club Videographer Volunteer  
West Neighbourhood House Jul, 2017 - Aug, 2017  
One-to-one and group assistance with the use of DSLR cameras, instruct video editing software basic tools to create a clean video, accomodating the vision of the newcomers youth, teach simple video transactions and effects, as well as rolling of credits and addition of B-roll and voice over.
- Video Editing Intern  
TV Anhembí Mar, 2016 - Jun, 2016  
Review the day shooting outline and raw material to create a list of scenes useful to the continuity of the program, manipulate and edit episodes with invisible cuts, input and sync dialogues from hosts and guests of the program.

# Education

- 3D Modelling and Visual Effects Production  
Humber College Sep, 2018 - April, 2019  
Learn the most recent 3D modelling softwares for organic and inorganic projects in industry as well as compositing images and videos for visual effects. Understading, creating and controlling lights and camera on a 3D environment to achieve greater render products.
- Continuing Education in Foundation Drawing  
George Brown College May, 2017 - Aug, 2017  
Understanding of lights and shadows on different body movements, proportion of faces and bodies on varions positions, quick sketches of gestures and how grey scale values affect the result of the final drawing.
- Diploma in Computer Graphics  
Saga School of Arts, Games ans Animation 2014 - 2016  
Basic skills on compositing videos and images, 2D and 3D animation, illustrations and color dynamics. Learned how to model 3D objects on different situations and scenarios.
- Bachelor Degree in Filmmaking  
Anhembí Morumbi University 2013 - 2016  
Hands on experience on how to operate DSLR cameras, audio recorders, video editing, motion graphics, directing and producing short film productions.