

CONTACT:



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SOFTWARE

- ZBrush
- Substance Painter
- Maya
- Photoshop
- Marvelous Designer
- Marmoset Toolbag
- Premiere Pro
- After Effects
- Nuke
- Illustrator
- Houdini
- Substance Designer
- Chitubox
- IdeaMaker



SKILLS

- 3D Modeling
- Procedural Modeling
- Texturing
- Compositing
- Lighting
- Painting
- Drawing
- Sculpting
- 3D Printing (Resin and FDM)

Katriella Britt

3D SCULPTOR & MODELER



WORK EXPERIENCE

DISNEY EXPERIENCES

3D Modeler Intern for Disney Consumer Products

June 2025 - Present

- Sculpt licensed Disney characters in ZBrush for a variety of products, including ornaments, toys, home goods, collectibles, and statues for retail locations while collaborating with cross-functional teams for concepts and style guides.
- Sculpt, UV, texture, light, and render CG assets for product art using ZBrush, Substance Painter, and Maya.
- Prepare, troubleshoot, and 3D print watertight 3D model product prototypes.

ACADEMY OF ART UNIVERSITY

Lab Technician for 3D Animation & VFX

March 2024 - May 2025

- Assisted students in the 3D Animation & VFX department with software, including but not limited to Maya, ZBrush, Substance Painter, Houdini, Nuke, Marvelous Designer, Photoshop, and After Effects.
- Troubleshoot the school's render farm and remote labs and made sure they were running smoothly.



EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

B.F.A. Visual Effects | 2019 - 2023

Minors in Art History and Animation

Graduated Summa Cum Laude



PROJECT EXPERIENCE

SUBMERSED - ANACHRONAUT PRODUCTIONS

Creature Sculptor | January 2023 - April 2023

- Sculpted production ready creature designs, retopologized to a low poly count, and created UV maps for the models.

TRUE TREASURE - ANIMATED SHORT FILM

Character Sculptor and Texture Artist | November 2022 - March 2023

- Sculpted production ready character models, created UV maps for the models, and created painterly, watercolor style textures for characters and props.

HASBRO WINTER WORKSHOP

Character Sculptor and Designer | November 2022 - February 2023

- Created a fully articulated action figure model in ZBrush under the mentorship of employees from Hasbro.

THE HOW BOOK - SCAD ANIMATION STUDIOS

Texture Artist | January 2022 - April 2022

- Used Substance Painter to create stylized, painterly textures for characters and props.

BE THERE - ANIMATED SHORT FILM

Texture Artist | December 2021- March 2022

- Used Substance Painter to texture environment props.