

CONTACT:



1 (510) 731-4344



KATRIELLABRITT@GMAIL.COM



KATRIELLABRITT.COM



LINKEDIN.COM/IN/KATRIEL
LA-BRITT-1788AA142/

SOFTWARE

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

SKILLS

- 3D Modeling
- Procedural Modeling
- Texturing
- Compositing
- Lighting
- Painting
- Graphic Design
- Drawing
- Sculpting
- 3D Printing

Katriella Britt

3D SCULPTOR & MODELER

EDUCATION

ACADEMY OF ART UNIVERSITY

B.F.A. | 2024 - Present

SAVANNAH COLLEGE OF ART AND DESIGN

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

Minor in Art History and Animation

Graduated Summa Cum Laude

WORK EXPERIENCE

ACADEMY OF ART UNIVERSITY

Lab Technician for 3D Animation & VFX

March 2024 - Present

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

PROJECT EXPERIENCE

SUBMERSED - INDIE ANIMATED SHORT FILM

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 STUDENT 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 STUDENT FILM

Texture Artist | December 2021- March 2022

- Used Substance Painter to texture environment props.

THE POPE'S DOG - SCAD ANIMATION STUDIOS

Lighting Artist | July 2021 -December 2021

- Used Nuke to add lighting to 2D animated shots to make them appear 3D.
- Nominated for the College Television Academy 2023 under the category "Animation Series."
- Won ASIFAC Best in the South.