

EMILY CUENCA

3D Modeling & Texture Artist

Education:

2016 - 2019

Bachelor of Fine Arts - Animation

Savannah College of Art and Design - Savannah, Georgia

Software:

Maya Autodesk, Unreal Engines, Substance Painter,
ZBrush, Arnold Renderer, Photoshop, Illustrator

Work Experience:

Chive Seabar & Lounge

2017 - 2020

Shift Leader

Recording daily sales and communication logs
Managing staff concerns and performance
Managing bar inventory and restock
Waiting Tables
Maintaining fine dining customer service

Collaborative Projects:

"Pages of Destiny" - CGI/Live Action Short Film

2018 - 2019

Responsible for modeling a Venetian environment

Directors

Matt Utterback
Nico Rinciari
Emily Dillard

"SAM" - CGI Short Film

2018 - 2019

Responsible for modeling the main character/asset

Director

Rowdy Williams

"Q" - CGI Short Film

2018 - 2019

Responsible for modeling one of the sets

Director

Logan Pittman

Reel/Website: emilycuencaanimation.com

References: Available upon request