

Leticia Reinaldo Gillett

3D Character Artist at Blizzard Entertainment

lelatr@gmail.com

Summary

I'm a 3D modeler and texture artist with a focus on bringing characters and environments to life.

Before coming to the US, I worked in Brazil with architectural visualization, in commercial houses as a 3D generalist and taught for 3 years at SAGA School on the subjects of Archviz and 3D Character Creation. I moved from Brazil to follow my dream of studying at Gnomon School of Visual Effects. While there (besides studying a ton and meeting amazing artists), I had the pleasure to work as a modeler for Gnomon Studios on the project The Ningyo. After finishing school, I've worked as a freelancer for various studios including Disney Consumer Products. Today, I live in Long Beach with my sweet husband, strange cat Mia and my crazy dog Sadie, currently working at Blizzard Entertainment as a 3D Character Artist on Overwatch.

Proficiency:

Maya, ZBrush, Photoshop, Mari, Mudbox, 3ds Max, V-ray, Mental Ray, 3DCoat, Marmoset Toolbag

Supplemental Applications:

Marvelous Designer, Keyshot, After Effects, Knald, Topogun

You can find my work at - <https://www.artstation.com/leticiarg>

and here - <http://www.facebook.com/leticiareinaldoart>

Experience

3D Character Artist at Blizzard Entertainment

January 2016 - Present

Creation of characters, guns and props. (modeling and texturing)

Instructor at Gnomon School of Visual Effects

April 2017 - Present

I'm an instructor for the Stylized Character Creation class.

Freelancer 3D character artist at Disney Consumer Products

March 2015 - December 2015 (10 months)

3D character models

Freelance Character Modeler

June 2014 - January 2015 (8 months)

The project is a cartoon style web series where I helped as a character modeler. Casey McDermott (Animator at Blizzard Cinematics) is the animator/creator/writer/director. The team also consists of various talented people from their specific disciplines.

Freelance Character Modeler

September 2014 - December 2014 (4 months)

Project created by Randy Bishop and Mack Parry.

Working with Randy Bishop to bring his 2D character concepts to 3D.

Freelance Character Artist at Visual Creatures

April 2014 - June 2014 (3 months)

Look Dev and Model all characters for Saturday Night Live Scketch- Dragon Babies

Finisher and 3D Artist

October 2013 - January 2014 (4 months)

Instructor at SAGA - School of Art, Games and Animation

March 2009 - May 2011 (2 years 3 months)

I had the opportunity to teach at SAGA – School of Art, Game and Animation assisting students to achieve their goals through the process of creating 3D characters. During my stay, I developed and taught a program focusing on architectural visualization which has remained in place and has continued to grow since its creation.

3D Artist at ZQuatro

2008 - 2009 (2 years)

3D Modeling, Texturing and Lighting for characters and environments.

3D Artist

2006 - 2008 (3 years)

Modeling and texturing for 3D Architectural Visualization.

Education

Gnomon School of Visual Effects

Certificate, Digital Production for Entertainment, Modeling & Texturing, 2011 - 2014

ZBrush Workshops

Certificate , Stylized Character Modeling, 2014 - 2014

Saga School of Art, Game and Animation

Certificate, 3D Modeling and Texturing, 2008 - 2010

Faculdade Mauricio de Nassau

Bachelor of Technology (B.Tech.), Systems for Internet, 2006 - 2009

UNIBRATEC

Certificate, Graphic Design, 2004 - 2006

Mold3D

Certificate, Creating Appealing Characters, 2016 - 2016

Activities and Societies: Character Creation with Dylan Ekren

Honors and Awards

Presenter, Demo Presenter, Brazil Digital Mag Issue #04, 3D Artist Magazine issue#73, 3D Creative Magazine issue#109, 3D Artist Magazine issue#71, 3D Artist Magazine issue#70, People's Choice Student of the Year - 2nd Place, CG Choice Award, Talk - 3D Character Modeling and Pipeline, Workshop - 3D character Modeling, Modeling Texturing and Lighting Demo reel by Leticia Reinaldo, Excellence Award, CGArena Calendar 2014, 3D Artist Magazine Issue #61, Best of Term Fall 2013 - 3D Character, Best of Term Fall 2013 - Lighting, Best of Term Spring 2013 - Lighting, Gold Award, Best of Term Spring 2012 - Texturing

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[Contact Leticia on LinkedIn](#)