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**Melody Romero**  
**CG Modeler and Texture Artist**  
Los Angeles, CA

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## Summary

I'm a CG modeler and texture artist from Los Angeles, with an emphasis in environment art. I did my undergrad at Southern Adventist University and did a 2 year certificate at Gnomon School of VFX and Animation.

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## Experiences

**Nickelodeon Animation Studios / Environment Artist**  
July 2019 - Present, Burbank, CA

Environment artist on Rugrats. Responsible for modeling, UV mapping, and rigging a variety of environments and assets, based on concept art. Created organic and hard surface models.

**SVAD Productions / Environment Modeler**  
May 2016 - August 2016, Collegedale, TN

Environment modeler on a small mobile game called My Place with Jesus, contracted by a company called It Is Written.

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## Education

**Gnomon School of VFX and Animation / Certificate in Digital Production**  
September 2017- August 2019, Los Angeles, CA

2 year certificate in Digital Production. Worked for the Events Department and volunteered giving school tours. Southern Adventist University / BS in Animation

August 2012 - May 2016, TN

Bachelor of Science in Animation. Graduated Summa Cum Laude. President of the Art Club, organized community service events. Served on a mission trip to Bolivia and painted a mural at an orphanage.

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## Skills

### Software

Modeling: Maya, Zbrush, Mudbox, Speedtree

Texturing: Substance Painter, Substance Designer, Photoshop, Mari

Rendering: Redshift, Vray

Compositing and Editing: Nuke, After Effects, Premiere, Final Cut

Misc: Xgen, Unreal Engine, Marvelous, Houdini

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## Awards

Gnomon Best of Term - Spring 2019, Summer 2019  
Gnomon Student Gallery Show - 2019