

MODELER - NADJA BONACINA

www.purplecow3d.com e-mail: nadja.bonacina@gmail.com
phone: Eight one Eight – nine one nine – four three nine seven



EXPERIENCE

- Aug 18 - current *Proof Inc, Los Angeles, USA*
Previs Modeler. Tasks incl. modeling, texturing and rigging low poly previs characters, props and environments. Using Maya and Photoshop.
- Jan 18 – Aug 18 *Digital Domain 3.0, Playa Vista, USA*
Previs / Postvis Modeler / VR modeler. Modeling and texturing assets for several projects incl. Features, Cinematic Game trailers and VR using Maya, Substance Painter and Photoshop.
- June 17 - Jan 18 *Unified Pictures, Northridge, USA*
Visual Development Modeler for “The Ark & the Aardvark”. Working with Production Designer to create 3d environments for Visual development that were used for Previs/Layout.
- January 14 - March 17 *Rovio Animation, Sherman Oaks, USA*
Visual Development Artist for “Angry Birds 2”. **Previs Proxy Modeler/ Previs artist** for "Angry Birds Movie". Tasks include modeling, texturing, rigging of assets and creating Previs shots.
- June 13 - Jan 13 *Proof Inc, Los Angeles, USA*
Previs Modeler "Fast and Furious 7" & "Night at the Museum 3"
- Jan 13 – June 13 *Disney Feature Animation, Burbank, USA*
Environment Modeler for “Frozen”. Using Z-brush, Mudbox and Maya.
- Sept 04 – Dec 12 *Dreamworks, Glendale, USA*
Previs Modeler for “Over the Hedge” & “Bee movie”
Prop, Environments and **Character Modeler** for “Madagascar 2”, “Monster vs. Aliens”, “Shrek 4”, “Puss in Boots Movie”, “Turbo” and “Me & My Shadow”.
- March 04 – Sept 04 *Warner Brothers, Sherman Oaks, USA*
Cg Effects Animator for “Sponge Bob Square Pants” – Movie, including Modeling, Texturing and Lighting. Using Toonboom Harmony, Shake, Adobe Photoshop and After effects.
- July 01 – May 03 *Klasky Csupo, Los Angeles, USA*
3D Modeling of Vehicles & Props for “The Wild Thornberries Movie” and “The Rugrats Gone Wild”. Using Toonshader and Maya.