

SHREEYA SHETYE

3D Character Artist

www.shreeyashetye.com | Password: Reel205

CONTACT

shreeyashetye.art@gmail.com

773.484.6108

linkedin.com/in/shreeyashetye

EDUCATION

RINGLING COLLEGE OF ART AND DESIGN

Bachelor of Arts Visual Studies

Additional: Computer Animation

SKILLS

- Maya
- Zbrush
- Unity
- Unreal Engine 5
- Photoshop
- Illustrator
- InDesign
- Substance Painter
- Renderman
- Arnold
- Marvelous Designer
- Nuke
- Marmoset
- SpeedTree
- Adobe Creative Suite
- Shotgun
- Figma
- Asana
- Blender
- JIRA
- Perforce
- X-gen
- Wrap3D
- Metahuman Creator

EXPERIENCE

META

3D Character Artist October 2021 – September 2023 Los Angeles, CA

- Designed, sculpted, UV, hand painted, and rendered high poly stylized character models for Avatars creation pipeline, emphasizing anatomy, clothing, color theory, form, body mechanics, silhouette, proportion, and volume
- Developed visually impactful low poly assets from scratch based on initial concepts, utilizing Zbrush high-poly modeling, UV mapping, creating topology reduction, LODs, texture baking, PBR workflows, lighting, rendering, material creation, and asset implementation
- Created concept art visual style guides for internal teams for mixed reality platforms like Oculus AR/VR, Meta Quest, and real-time rendering
- Collaborated in iterative processes with cross-functional teams, including product designers, product managers, engineers, data scientists, technical artists, animation, and art directors.

NICKELODEON ANIMATION

Character Visual Development Sculptor April 2021 - May 2021 Burbank, CA

- Worked closely with the Production Designer and concept artist to design 3D maquettes of hero characters

PSYOP

3D Artist July 2020 - October 2021 Los Angeles, CA

- Sculpted high fidelity lead characters and props for Aldi, Clash of Clans, EA Apex spots in various art styles from concept to final model implementation
- Set dressed full scale stylized environments with an emphasis on detail, design, shapes, lighting, shading, color theory and structure
- Collaborated closely with character riggers to create clean topology for deformations

CHROMOSPHERE

Freelance Character Modeler March 2020 – May 2020 Glendale, CA

- Modeled, UV, textured low poly organic 3D models for **Yuki 7**

DREAMWORKS TV ANIMATION

CG Generalist – Modeler August 2018 – January 2020 Glendale, CA

- Modeled hard-surface and organic props for **Fast and the Furious Spy Racers**
- Reviewed outsourced and in-house assets from external vendors for the DreamWorks TV production pipeline with purposeful polycount reduction
- Conducted first pass quality checks on delivered assets to ensure they met project standards before being reviewed by Leads and Directors.

DREAMWORKS ANIMATION

Modeling Trainee June 2018 – August 2018 Glendale, CA

- Modeled characters and props for feature production on **Trolls 2** and **Abominable**
- Created groomes for characters using Xgen.
- Optimized UV layouts, texture maps, baked maps, improved quality of delivered assets