



ALENA MEALY

LOOK DEVELOPMENT/GROOMING/LIGHTING  
ARTIST



My goal is always to find that  
visaul spark that effortlessly tells  
a story on its own.



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## SKILLS

Character and Animal Grooming

Look Development

Character Modeling / Digital Sculpting

Texturing and Shading

Comp/Image Finaling

Lighting and Rendering

Storyboarding and Concept Design

Figurative Sculpting

Receiving Feedback and Listening

Communication and Teamwork

## PROFILE

Los Angeles-based 3D Artist that specializes in look development, lighting, grooming and character design.

## PROFESSIONAL EXPERIENCE

### HOUDINI/LOOK DEVELOPMENT ARTIST

PRO Unlimited - Contract | October <sup>2023</sup>

Provide assistance in asset creation and look development on high profile assets, work with asset team to execute deliverables weekly.

### GROOM / TEXTURE ARTIST

Griffin Hunters LLC, Los Angeles, CA | March 2023

Grooming and Fur Texture Artist for Liveaction CG Film, "Em and Kay Go Griffin Hunting"

### GROOM / FX ARTIST

The Jim Henson Company, Los Angeles, CA | March - July 2023

Contract position to work on pitch. Create dynamic groom and texture original hero asset. Finesse groom in Unreal Engine and create physics for real time hair simulation. Lighting and render out marketing materials for future use.

### FREELANCE PHOTOGRAPHER/ARTIST

Self Employed | Los Angeles, CA | <sup>2014 - 2022</sup>

Deliver digital content from photography to brand and graphic design for high profile clients and companies.

### PORTRAIT PHOTOGRAPHER

Conde Nast | Teen Vogue | Los Angeles, CA | <sup>2021 - 2022</sup>

Capture professional portraits for +250 attending guests during the annual Teen Vogue Summer Summit and ensure photos and any editing is quality throughout.

## EDUCATION

Gnomon School of Animation, Visual Effects and Game

Digital Production Certificate

Focus: Modeling and Texturing

2021-2023

American University of Paris, FR

Bachelor of Fine Arts (BFA) Comparative Literature

Focus: Literary Studies and Creative Arts

2010-2013

## AWARDS/RECOGNITION

### THE ROOKIES

#### Rookie of the Year 2023 : 3D Animation

The Rookie Awards is the world's biggest contest for aspiring creatives in games, animation, visual effects, immersive media, motion graphics and product visualisation.

### Gnomon: BEST OF TERM

Gnomon Summer <sup>2022</sup>

Awarded "Best of Term"

Quarterly award for exceptional student work, under the category "Grooming".

Gnomon Winter <sup>2022</sup>

Awarded "Best of Term"

Quarterly award for exceptional student work, under the category

"Look Development" and "Animation".

Gnomon Summer <sup>2023</sup>

Awarded "Best of Term"

Quarterly award for exceptional student work, under the category "Grooming".

## DIGITAL SKILLS

- Autodesk Maya
- ZBrush
- Nuke
- Substance Painter
- Substance Designer
- Mari
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere
- Unreal Engine
- Marmoset Toolbag
- Houdini
- Gaea
- SpeedTree
- X-Gen
- Yeti
- V-Ray
- Arnold
- Redshift