

# BEATRICE SALAZAR

Digital Sculptor

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## PROFILE

Autodesk Certified User in Maya with 6 years of experience sculpting characters, environment props, and game-ready 3D assets using ZBrush and Autodesk Maya. Improved asset quality ratings by 36.6% across 4 game environments by rebuilding sculpting and retopology workflows in ZBrush. Skilled in storyboarding, UV unwrapping, optical scanning cleanup, and cross-functional collaboration with animators, riggers, lighting artists, and VFX teams.

## KEY SKILLS

- ZBrush
- Autodesk Maya
- Substance Painter
- UV Unwrapping and Retopology
- Jira
- Character Sculpting
- Storyboarding
- Hard-Surface Modeling
- Optical Scanning Cleanup
- Texture Painting

## PROFESSIONAL EXPERIENCE

### Digital Sculptor

Kennebec Ledge Interactive, Bath, ME | 2023 - Present

- Improved asset quality ratings by 36.6% across 4 game environments by rebuilding sculpting and retopology workflows in ZBrush, raising average review scores from 56 to 76.5 on a 100-point internal rubric.
- Coordinated with 9 cross-functional teams including animators, lighting artists, riggers, and sound designers to align character models with narrative direction across 3 concurrent sprints.
- Saved 3 revision cycles per character project by presenting layered sculpt variants to art directors during early blockout reviews, cutting feedback loops from 14 days to 5 days.
- Converted real-world architectural elements to game-ready 3D props using optical scanning and ZBrush cleanup, delivering 37 assets in 8 weeks.

### 3D Artist

Sheepscot Valley Studios, Wiscasset, ME | 2021 - 2023

- Collaborated with 7 cross-functional teams spanning UI, VFX, and marketing to deliver cohesive visual styles for 2 product launches on schedule.
- Built annotated storyboards that mapped camera angles and lighting cues for each environment asset before sculpting began.
- Designed 23 complex character models in Maya, applying independent creative direction to meet art-lead specifications within 6-day turnaround windows.
- Proposed a revised UV unwrapping approach for hero assets, cutting texture stretching fixes from 9 to 2 per asset.

### Junior 3D Modeler

Androscoggin Peak Media, Lewiston, ME | 2020 - 2021

- Modeled 34 environment props and set pieces in Maya for a mobile adventure title, averaging 4 completed assets per week across 2 milestone sprints.
- Collaborated with 5 cross-functional teams to ensure models matched concept art silhouettes within 48 hours of briefing.
- Created storyboard sequences for 11 animated cutscenes, mapping scene flow and character blocking for director review.

## EDUCATION

### BFA in Animation and Game Art

Maine College of Art and Design, Portland, ME | 2016 - 2020

## CERTIFICATIONS

- Autodesk Certified User in Maya, Autodesk, 2021