

AILISHA SABALBURO



CONTACT



24 Wonson Road,
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.com



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EDUCATION

Master of Animation and
Visualisation
Animal Logic Academy
University of Technology, Sydney
2018

Bachelor of Media Arts
University of New South Wales
2013 - 2016

VOLUNTEER

Student Volunteer - ACM
SIGGRAPH
2015, 2016

ACHIEVEMENTS

Best 3D CGI Modeling - Honours
Project
2016

Exhibited digital work in
'Illuminate' - Campbelltown
2014

INTERESTS

Video Games
Anime & Manga
Hiking
Traveling

PROFESSIONAL PROFILE

A digital designer who specialises in modelling, digital sculpting and surfacing. Besides those areas I am also well-versed in concept art. My career goal is having the exposure towards the wider experience of a creative industry. As a hardworking and adaptive creative, I would like to achieve a variety of skills that could me reach my personal dream of becoming a character / environment artist.

EMPLOYMENT HISTORY

Electric Lens Co | 3D Generalist

Sydney / April 2019 - Present

- Creating all types of CG for high-end advertising and digital projects in an efficient manner.
- Handling scanned data and extracting model and textures.
- Modelling and surfacing realistic and stylised assets.
- Lighting and Material setup for real time renders.
- Researching and developing new techniques for emerging technologies.
- Being able to collaborate with artist and programmer to determine the best possible techniques and creative approaches.
- Programs: Maya, Substance Painter, Substance Designer, Unity, Unreal

Jaywing | Motion Designer / Video Editor

Sydney / March 2019 - April 2019

- 2D/3D Animation, explainer videos, company showreels, infographics, titles, storyboarding, animatics and film editing
- Producing motion graphic elements for projects, from the interpretation of branding and storyboards, through to final execution and delivery.
- Programs: After Effects, Premier Pro, Photoshop

Start VR | Environment Modeller

Sydney / Feburary 2019 - March 2019

- Creating 3D assets for games, both high and low poly
- Developing 3D environment art / level design in modelling, texturing and material creation
- Collaboration with developers and artists to further contribute on the development of project.
- Participation in meetings and asset reviews
- Programs: Maya, Substance Painter, UE4



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PROGRAMS



EMPLOYMENT HISTORY

UTS ALA | Surfacing Lead

Sydney / February 2018 - Present

- Responsible for delivering high quality assets in an efficient manner and managing the surfacing / texture department team.
- Troubleshoots creative and technical issues as they arise
- Works closely with the modeling and lighting departments
- Ensures that Surfacing files are complete and ready for lighting
- Participation in daily meetings and asset reviews
- Programs: Maya, Substance Painter, Katana, Renderman

DMG | Digital Designer & Visual Artist

Sydney / August 2016 - January 2018

- Working in-house as part of the digital creative team.
- Illustration, storyboarding, film shoots, editing, compositing, animation, motion graphics, UX/UI applications
- Programs: Premiere Pro, After Effects, Sketch

Mirari & Co. | Junior 3D / 2D Generalist

Sydney / June 2017 - November 2017

- 3D Generalist - Hard surface modelling, organic modelling, character developer, surfacing, layout design and animation
- 2D Generalist - Concept art in both character and environment

In The Thicket. | 3D Modeler Intern

Sydney / August 2017 - September 2017

- One month internship - Stop motion project that required both traditional skills of crafting and replicating photorealistic models

Fin Design + Effects | 3D Modeler Intern

Sydney / March 2017 - March 2017

- Two week internship - Supervision under the modeling mentorship. Worked on client projects, creating highpoly and lowpoly assets.