

A B O U T M E

CG Generalist and Graphic Artist with over 7 years of experience in the entertainment industry, proficient in CG pre-visualization and 3D rendering. Skilled in using industry-standard tools like Maya, Motion Builder, and proprietary software to ensure flawless output. Known for a keen eye for detail, strong troubleshooting skills, and a commitment to maintaining consistent and visually stunning results across all stages of production.

E D U C A T I O N

AUG 2011 – MAY 2015

**Bachelor in fine arts – Emerging media:
Character Animation**
University of Central Florida – Orlando, FL

AUG 2009 – MAY 2011

Associates in Arts – Art
Miami Dade Honors College – Miami, FL

S K I L L S

Proficient : Mac | PC | Linux, Microsoft Office, Autodesk Maya, Autodesk Motion Builder, Adobe Photoshop, Adobe Illustrator

Intermediate : Shotgun, Adobe After Effects, Nuke, Adobe Premiere Pro, Final Cut Pro

Beginner : ToonBoom Storyboard Pro, SketchUp Pro, Unreal, Blender

Professional Skills : Training, Team Leadership, Effective Communication, Attention to Detail, Problem Solving

V O L U N T E E R

APRIL 2018

Production Assistant/Film Extra
OutSet: The Young Filmmakers Project – Los Angeles, CA

AUG 2015

Student Volunteer
ACM SIGGRAPH – Los Angeles, CA

JESSICA MIÑOSO

CG GENERALIST | GRAPHIC ARTIST

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W O R K E X P E R I E N C E

MAR 2019 – PRESENT

Render Quality Control Artist/Plow Wrangler
Lightstorm Entertainment – Manhattan Beach, CA

Films: Avatar: Way of Water & Avatar: Fire and Ash

- Conducted meticulous reviews of render files, identifying and troubleshooting issues with advanced 3D software tools early to prevent costly delays and ensuring timely project delivery. Assisted during motion capture and camera work on stage days, providing real-time troubleshooting and support as needed.
- Partnered with artists and technical teams to refine rendering processes, fostering effective communication and improving workflow efficiency. Provided constructive feedback to team members, cultivating a culture of continuous improvement and skill enhancement.
- Led training sessions for new hires on the tools and processes used to review render files and troubleshoot issues using 3D software tools. Provided hands-on guidance in the use of proprietary 3D software, ensuring new hires are proficient in identifying and solving technical problems.
- Managed the daily operations of a high-volume render farm, ensuring efficient task distribution and timely job completion for multiple tasks. Monitored and optimized render performance, pushing jobs through the render pipeline and coordinating with the production team to prioritize urgent deadlines.

MAY 2018 – JUNE 2018

3D Set Modeler/Art PA
PDBYFLORA – Los Angeles, CA

Project Production: Blizzard - Alterac Pass Livestream Reveal

- Updated floorplan, 3D modeled set and updated older model
- Prop Pick-ups, Set Dressed, Craft Fabrication, set up of production

NOV 2017 – FEB 2019

Art Production Assistant/Behind-the-Scenes/Social Media Coordinator
Shiny Shiny Productions – Los Angeles, CA

Proof of Concept Music Video: Dreamer

- Lookbook editor, designed preliminary backdrops, created visual aids for pre-production material, made rough storyboards for short
- Art department: Set Dressed, craft fabrication, created floorplan, 3D Modeled location, set up/take down of production, props pick-ups/drop-offs
- BTS/Social Media: captured behind-the-scene moments with photos and videos, social media promoter, video editor for BTS, created movie title card

AUG 2013 – MAY 2015

Rigging Lead/2D Animation Assistant/Festival Coordinator
Enchanted Ink (UCF Student Animated Short) – Orlando, FL

Student Film: Enchanted Ink

- Responsible for creating and overseeing team activities for rigging assets and several characters during production of the graduating class final project, "Enchanted Ink" a 2D/3D hybrid animated short film.
- Textured, modeled, UVed, rigged, animated (2D/3D), developed storyboards, and completed model sheets.
- Managed small team to create EPK to enter "Enchanted Ink" into multiple film festivals, mediated between festival leaders and teammates into making festival appearances and updated social media outlets to keep our fans constantly engaged.