

ALEXANDRA (ALE) VALENTE-SWIGER

CG CHARACTER ARTIST & GENERALIST

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EXPERIENCE

3D Character Modeler — The Third Floor

FEB 2026 – JUN 2026

- Worked under the direction of the asset director and modeling director on *Optimus Prime: Awakening*, meeting deadlines and making meaningful adjustments through iterative review.
- Sculpted and modeled stylized characters for the animation department, maintaining an output of at least one character per week working from provided references and concept art.
- Quickly learned the studio's software, workflows, and tools; contributed additional 3D modeling and texturing for environment backgrounds and character iterations to support visualization.

Asset Artist — Pariotal Studios

2026

- Created production-ready foliage and environment assets for short film *STRIKE*.
- Modeled and rigged stylized characters, building clean topology and reliable deformation for animation.
- Collaborated with the team to maintain stylistic and technical consistency across the asset library.

3D Technical Art Generalist — Cubby Games

2025 – 2026

- Create production-ready environment and character assets for indie title *ZOO DOJO*, keeping close stylistic and technical consistency with the team.
- Developed Python tools and scripts to automate repetitive tasks in Maya, reducing manual setup and error rates.
- Diagnosed pipeline asset issues and proposed solutions balancing artistic intent with technical constraints.

3D Generalist / Modeler — Moral Animation Studios

2025 – 2026

- Created production-ready environment and character assets for a stylized short film set to premiere at Powerhouse Parramatta.
- Collaborated with directors and technical artists to deliver assets optimized for animation pipelines.
- Supported lighting, Unreal Engine integration, file cleanup, and prepping models for 3D printing used in stop-motion; improved asset organization across Maya and Unreal.

3D Sculpting Apprentice — Creative Talent Network

2025

- Selected by industry judges for an eight-month apprenticeship under master sculptor Andrea Blasich.
- Received focused mentorship in digital and traditional sculpting — anatomy, portraiture, and production pipelines — completing workshops in stop-motion sculpture, ZBrush-to-print workflow, CG modeling, and mold/cast preparation.

3D Generalist — Advocacy Digital Media

2024 – 2026

- Worked alongside the Art Director creating 3D models, rigs, animations, prototypes, and 3D prints for forensic and medical client and internal projects.
- Developed promotional and branded content, including logo animation and marketing visuals, in Maya and After Effects.
- Standardized 3D asset creation and optimized workflows across Maya, Unity, and other software; contributing across the full CG pipeline.

SKILLS

Software: Autodesk Maya, ZBrush, Adobe Substance Painter, 3D Coat, Unreal Engine, Nuke, Katana, Motionbuilder, Redshift, Arnold, Blender, Photoshop, After Effects, Premiere, Syncsketch, JIRA, Revit, Unix/Linux · Python, PyMEL, blendShapes.

Additional: Traditional sculpture, casting, mold/cast prep, 3D printing, stop-motion, medical & forensic animation, stylized & realistic animation, marketing & promotional art.

Languages: Fluent English & Spanish · Conversational PT-BR.