• BRIANNA VIGNA •
— TEXTURE & LOOKDEV ARTIST —

Contact

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💻 www.evbrianna.com

Skills

Texturing
Look Dev/Surfacing
UV mapping
Lighting
3D Modeling/Sculpting
Compositing

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Mel - Python

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Adaptability
Passion for learning
Values teamwork/collaboration
Capacity to work under pressure
Goal/Deadline orientation
Attention to detail
Problem solving
Organization

Software

@evbrianna.vfx

linkedin.com/in/evbrianna

vimeo.com/evbrianna

Experience

Texture and Look Dev Artist - Collaborative Project
March 2021 – May 2021

-UV mapped modeled assets in Maya
-Developed materials procedurally in Substance Designer
-Sculpted high-poly carving details using Zbrush
-Hand-painted opacity maps in Adobe Photoshop
-Used Substance Painter to bake high-poly details and
	texture UVed assets
-Animated camera movements throughout the environment
	in Unreal Engine

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Graphic Designer - St. Teresa of Avila Catholic Church
November 2021 – Present

-Conceptualized and designed modern advertising content for
social media with different target audiences in mind

-Shot and edited photos for use across various media- print
bulletins, website galleries, social media, etc.

-Managed social media activity (Facebook & Instagram)
boosting viewership and engagement

-Utilized Adobe Illustrator and InDesign to create a modern
and more easily customizable template for the parish
handbook

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Background Artist/Archaic-Student Film
Sept. 2017 – Mar. 2018

-Created dynamic background art for a graduate
	student's senior 2D animation film
-Corresponded with varying levels of the production
	pipeline to ensure overall cohesiveness of scenes

Education

Savannah College of Art and Design *(2021)*

B.F.A. Major in Visual Effects & Minor in Motion Media
Cum Laude
Dean's List