

# Maya Himelfarb

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<https://mayamakes.org>

3D ANIMATOR | RIGGING ARTIST

## CREATIVE

- Designed characters for **high-poly sculpting** in ZBrush
- Modeled, retopologized, and UV mapped **low-poly** characters and environmental assets using Maya
- Riggered and skinned characters in Maya with custom IK/FK switches, face controls, and deformers
- Animated characters and props in Maya
- Strong understanding of light, color, composition, and movement
- Understanding of digital painting and image editing

## TECHNICAL

- Optimized and implemented art assets and animations from Maya into Unity
- Animated cameras in Unity's **Universal Rendering Pipeline (URP)**
- Built lighting for projects Unity to render in URP and Maya scenes to render in Arnold
- Compiling assets into a single Maya project, following **naming conventions** and **file organization conventions**
- Strong understanding of Maya and Photoshop, intermediate understanding of ZBrush, and basic understanding of Substance Painter

## COLLABORATION AND COMMUNICATION

- Collaborated with **cross-functional teams** (designers, artists, QA, and engineers) to create a digital practicum for medical professionals in Unity
- **Managed art deliverables and timelines** for myself and two other artists on a high-res 3D scene depicting the Boston Museum of Science
- Maintained client relationships at all levels of an organization, from customer support agents to CEOs
- Provided feedback to junior and senior artists on high-resolution 3D models for ecommerce use case
- Explained 3D modeling pipelines and needs to non-art **decision makers and external stakeholders**
- Redesigned and simplified **Confluence documentation pages**
- Streamlined and analyzed monthly data and reporting metrics to upper management and external stakeholders
- Conversational Japanese

## ABOUT

Recent 3D Art & Animation graduate from The Pixels & Polygons School in West Newton, MA with 7+ years work experience seeking for a career change into 3D animation.

## SOFTWARE

### Creative

Maya | Photoshop | ZBrush | Substance Painter

### Engines

Unity

### Productivity

Confluence | JIRA | Trello | MS Office | Google Suite | Slack | Discord

## EDUCATION

### The Pixels & Polygons School

Professional Certificate in 3D Art and Animation  
2018-2021

### Brandeis University

BA in Studio Art, Psychology  
Concentration in Oil Painting  
2011-2015