

ROSHEL AMURUZ

3D Environment & Asset Modeling • Animation & Commercial

NEW YORK,
NEW YORK

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ROSHELAMURUZ.ART
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Award-nominated CG Artist and 3D Modeler with 6+ years of professional production experience across animated features, series, and trailers for Netflix, Disney, and commercial studios. Specialized in environment and asset modeling alongside with being an educator at the School of Visual Arts.

EXPERIENCE

School of Visual Arts

Environment Modeling Teacher · September 2026 – current

- Teaching and leading a class on 3D environment modeling for animation production on a weekly basis.

Psyop Studio

CG Modeler · October 2025 – February 2026

- Created several environments and prop assets for Royal Match “DreamGames” marketing trailers.
- Experienced with procedural and hand-crafted vegetation for production environments.
- Worked with previs and helped in set layout

HOPR Studio

CG Generalist · July 2024

- Created assets for a trailer featuring Google's new AI-based card game “I/O Flip”.
- Styled and rendered single framed images used as playing cards.

Netflix Animation Studios

CG Modeler · March 2022 – July 2024

- Modeled and prepared production-ready assets for two unannounced animated projects directed by Guillermo Del Toro.
- Assisted on asset-checking CG assets on released animated series “Thelma the Unicorn”.
- Created environments to be used for previs and layout within production.

Icon Creative Studio

Junior Modeler and Texture Artist · August 2021 – March 2022

- Created CG assets for shows under Disney Jr. and Lucasfilm.
- Translated 2D conceptual designs into 3D models, props, and sets along with texturing and shading for series production.

NOTABLE PROJECTS

Unannounced Animated Feature
& Event Series
Netflix

- Guillermo Del Toro Project

Young Jedi Adventures (2023)
Lucasfilm

- Icon Studios

Season 3 of TOTS (2023)
Disney Jr.

- Icon Studios

EDUCATION

School of Visual Arts

Bachelor's in Computer Art
2017–2021

Studied courses in
Animation, VFX, and Digital
Computer Graphics

TECHNICAL SKILLS

Modeling & Sculpting

- Autodesk Maya, ZBrush,
Blender

Texturing & Look Dev

- Substance Painter & Designer

Environment & FX

- SpeedTree

Compositing & Post

- Nuke, Adobe After Effects

AWARDS

Nominee — American Pavilion
Emerging Filmmaker
Showcase, Cannes Film Festival
(2021)

SVA Alumni Award — Cariño
Animated Short Film (2021)

The Rookie Awards — Drafted
for Best 3D Animation (2021)

REFERENCES

Available upon request.

R.A.

THANK YOU FOR TAKING THE TIME TO READ MY RESUME. IF YOU HAVE ANY
QUESTIONS, PLEASE REACH OUT.

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