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 4+ years of professional production experience across animated features, series, and trailers for Netflix, Disney, and commercial studios. Specialized in environment and asset modeling with experience supporting previs and layout pipelines for stylized and photoreal projects.

EXPERIENCE

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 DisneyJr. and Lucasfilm.
- Translated 2D conceptual designs into 3D models, props, and sets along with texturing and shading for series production.

School of Visual Arts
MARS Mentor · September 2020 – May 2021

- Actively engaged with undergrad students to share knowledge and mentor the skill of 3D Modeling on a weekly basis.

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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