

Paulina Lores

3D ARTIST

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SOFTWARE

Modeling

- Maya
- ZBrush
- Blender
- Nomad Sculpt

Grooming

- XGen
- Ornatrrix
- Yeti
- Houdini

Surfacing

- Substance Painter
- Photoshop

VFX

- Houdini
- Nuke
- Maya

Other

- Unreal Engine 5
- Adobe Creative Cloud



PROFILE

Technically Driven 3D Generalist who excels across the full character pipeline, with a deep, specialized focus on high-end **Grooming (XGen, Ornatrrix)** and complex **VFX/Simulation** using the Houdini ecosystem.



WORK EXPERIENCE

Freelancer

3D Generalist Artist

02/2025 – 07/2025

- Executed primary character pipeline work, including **Modeling, Rigging, Surfacing, Grooming, and creating CFX** for a client-provided character design.
- Delivered high-quality assets using specialized tools such as ZBrush, Maya, XGen, Arnold, Substance Painter, and Houdini.

Project Supervisor

- **Acted as Project Supervisor** during the final critical phase, responsible for quality control, communicating tasks, and managing the team.
- **Managed hiring** and established contracts for additional collaborating artists during the project's final month.

Nike - RTFKT Division

Head Groomer

11/2022 – 06/2024

- **Oversaw and executed** all high-end character **grooming and shading** tasks, playing a central role in the creative process to achieve the desired look and quality.
- **Transferred** hair **grooms** into **Unreal Engine 5 (UE5)**, **adapting and customizing** shaders using the MetaHuman hair shader for each asset. **Implemented real-time physics simulation** to ensure accurate, **dynamic hair movement** with the rig during **live and interactive environments**.
- **Collaborated** on various **VFX projects** utilizing **Houdini** for complex simulations, including cloth, magical effects, destruction sequences, and advanced transformations.

ICON Creative Studios

Junior Groomer

01/2020 – 11/2020

- Contributed to multiple high-profile shows, including *"Monsters at Work," "Action Pack,"* and *"Alice's Wonderland Bakery."*

SOFTSKILLS

Production Leadership

Proven ability to manage project delivery timelines, conduct hiring, and lead technical review and communication during critical project phases (Project Supervisor experience).

Creative Problem-Solving

Adept at finding technical and artistic solutions to complex look development and FX challenges, ensuring visual quality is achieved within pipeline constraints.

Adaptation & Learning

Quick learner who rapidly masters new software and production workflows (e.g., transitioning between XGen/UE5, Maya/Houdini) to meet evolving project needs.

Team Collaboration

Strong communication and teamwork skills honed through daily collaboration with senior artists, look development teams, and animators on high-volume episodic production.

LANGUAGES

- English
- Spanish

References

Professional references are available upon request

- Responsible for the creation of **grooms** and **shading** based on 2D concept art, skillfully **translating them from 2D concepts into 3D** while maintaining the integrity of the original design.
- **Collaborated** effectively with senior **Groomers** and the Look Development team to ensure final assets met production standards.

EDUCATION

Bachelors of Animation and VFX (focused on Houdini FX)

CG Spectrum

2024 – 2026 | Online

Currently completing

- Deep dive into **procedural workflows**, advanced FX tools, and pipeline optimization for feature film and game production.
- Capstone projects include **realistic simulations** such as **fluid dynamics**, **destruction (RBD)**, **volumetric effects (Pyro)**, and complex particle systems.

Intermediate Character Modeling ZBrush

AnimSchool

2024 | Online

3 months

Introduction to Houdini

CG Spectrum

2021 – 2022 | Online

Particle FX, RDB, Pyro, Flip, and more.

3 months

3D Animation and Visual Effects.

Vancouver Film School

2018 – 2019 | Vancouver, BC

- **Final Project:** Served as a **Generalist Artist** in the creation of a **stylized short film**, collaborating on the full project pipeline from concept through final render.
- Developed foundational skills in **3D modeling, texturing, and asset creation**, working alongside team members specialized in animation, rigging, and lighting.

Multimedia Design

Anahuac University/CENTRO de Diseño

2017 – 2018 | Mexico City

Attended Two and a half years