



3D

Modeling
Sculpting
Texturing
Grooming
Lookdev
Rendering

Autodesk Maya/Arnold/Xgen
Autodesk Mudbox
Adobe Photoshop
Adobe Substance Painter
Affinity Photo / Design
Davinci Resolve
Mari
Marvelous Designer
Nuke
VRay
Wrap 3D
Zbrush

AI

Text-to-image prompt
Text-to-voice prompt
Text-to-sound prompt
Image enhancement
Texture map
/ materials creation
Visual storytelling

Midjourney
DALL-E
Leonardo.AI
Luma
Audiogen.co
Play.ht
Poly
Topaz
Chat GPT
Perplexity

Education

2021-2023

Diploma in CG Asset Creation
Think Tank Training Centre / TTO
Mentorship Program: Claudia Marvisi,
Head of Texture at PIXOMONDO

2013 – 2014

Advanced Painting Techniques
(with artist Pete Smith)
Avenue Road Arts School – Toronto, CA

2002

Curating Certificate
Central Saint Martin's of Art & Design
London, UK

1996 – 1999

Painting Techniques
School of Visual Arts, Parque Lage
Rio de Janeiro, Brazil



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Highly creative and detail-oriented multidisciplinary artist with a diploma in 3D Asset Creation, specializing in character art. My extensive background in traditional and mixed media art, photography, and AI allows me to bring a unique blend of artistic sensitivity and technical expertise to every project. With a strong work ethic and a passion for continuous growth, I seek opportunities that leverage my diverse skill set and deep cross-industry knowledge to create impactful, visually stunning results.

Skills

Modeling

- Organic and hard surface polygonal modeling with a focus on clean and efficient models
- Low-poly creation from high-poly mesh and retopology skills
- Solid knowledge of human anatomy and digital sculpting with readable silhouette and forms
- Strong understanding of UV Mapping
- Use of scene management best practices
- Keen interest in fashion and knowledge of garment creation and cloth folds
- Solid understanding of human hair and secondary grooming

Texturing / Lookdev / Comp

- Organic and hard surface texturing skills using procedural and tileable textures, photo projection and manual refinement
- Solid knowledge of PBR and specular workflows
- Strong skills in skin texturing
- Understanding of UDIM workflow with multiple texture sets
- **Mesh preparation** and best practices
- **Ability to read** references and real world shader properties
- **Advance** knowledge in shader breakdown through AOVs
- **Understanding** of color space and LUT
- **Knowledge** of lighting, camera and rendering best practices and troubleshooting
- **Advance** knowledge of beauty reconstruction from AOV passes and compositing

Experience

2015-Present | Visual Artist

2016-2019 | Digital Programs Manager, AVIDA (Retail Experience Agency), Toronto, CA

2011-2015 | Marketing Officer, Sunnybrook Foundation, Toronto, CA

2008-2010 | Brand & Design Specialist, TELUS, Toronto, CA

2007-2008 | Marketing Officer, BCC Interiors, Toronto, CA

1999-2006 | Arts Officer, British Council. Rio de Janeiro, Brazil