

AMANDA BLETTNER

MODELING & SURFACING ARTIST

 www.amandablettner.com

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EXPERIENCE

LOOK DEVELOPMENT ARTIST / WALT DISNEY ANIMATION STUDIOS

Burbank, CA / Apr 2023 – Jul 2023

LOOK DEVELOPMENT ASST. / WALT DISNEY ANIMATION STUDIOS

Burbank, CA / Aug 2022 – Apr 2023

- Worked on the Look Development Team to texture organic and hard surface environments for the feature film 'Wish'
- Collaborated closely with the Art Director and Production Designers to accurately translate their 2D designs into final 3D environments
- Authored a variety of materials, textures, and procedural geometric instances that matched the look of concept art and reference
- Collaborated with adjacent departments, such as modeling and lighting, by quickly troubleshooting and addressing feedback
- Utilized in-house scattering tools to instance vegetation
- Learned both internal tools and commercial packages

CG ASSET ARTIST / WARNER BROTHERS ANIMATION

Burbank, CA / Feb 2022 – May 2022

- Worked on the CG Assets team to create hard surface and organic models, UVs, and textures for an unreleased, animated TV series
- Presented to the Art Director, Asset Supervisors, and Directors to gain approval for the style and technical build of various assets
- Textured assets in Substance Painter and Photoshop to match specific references and concept art
- Sculpted a visual development character model in ZBrush
- Researched and developed methods to model procedural vegetation

CG ENVIRONMENT INTERN / WALT DISNEY ANIMATION STUDIOS

Burbank, CA / May 2021 – Aug 2021

- Worked in a team of ten to create an original animated short film, 'June Bug', while being trained in Disney Animation's feature film pipeline
- Collaborated closely with the Visual Development Interns to implement a visual style consistent with their specific art direction
- Modeled and set dressed the environment for all stages of production, working from initial concept art to the final developed look
- Created physically-based materials, textures, and geometric instances for the environment, props, and character's clothing
- Learned to quickly navigate in a Linux environment

INVOLVEMENT & LEADERSHIP

- Women in Animation (WIA) / Aug 2020 – Present
- WIA Circle with Blizzard Mentor / Apr 2021 – Sep 2021
- Visualization Industry Fair Committee / Aug 2020 – March 2021
- TAMU ACM SIGGRAPH / Aug 2019 – Dec 2021

SKILLS

SOFTWARE

Maya / Unreal / Substance Painter
Substance Designer / XGen / Mari
ZBrush / RenderMan / Houdini
Blender / Arnold / SpeedTree
Marvelous Designer / After Effects
Photoshop / Illustrator

OPERATING SYSTEMS

Linux / Mac / Windows

LANGUAGES

Python

EDUCATION

STUDIO ARTS – CERTIFICATE

Los Angeles, CA / Spring 2024

- Marvelous Designer, ZBrush, Unreal, Houdini, and Blender

TEXAS A&M UNIVERSITY

College Station, TX / Dec 2021

- Bachelor of Science – Visualization
- Minor – Art & Architectural History
- GPA – 4.0

AKADEMIE FÜR INTERNATIONALE BILDUNG – STUDY ABROAD

Bonn, Germany / Spring 2020

HONORS & AWARDS

PIXAR AGGIES SCHOLAR

Visualization Alumni at Pixar
May 2021 – Dec 2021

PRESIDENT'S ENDOWED SCHOLAR

Texas A&M University
Aug 2017 – May 2021

BEST IN DIGITAL FLATWORK

Visualization Department Showcase
May 2021

BEST IN TRADITIONAL SCULPTURE

Visualization Department Showcase
May 2019