isabella clements leedeman

3D Generalist
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About

3D Generalist with a fine art background and a passion for storytelling. Graduating with a BFA degree from Gnomon School of Visual Effects. Enthusiastically creative and excited to collaborate with a team to create compelling visual stories.

Languages

English
Spanish

Highlighted Skills

Concept Matching

Strong understanding of value, color, and overall compositional skills in visual language

Ability to translate 2D concepts into 3D while maintaining mood and balance of image

Collaboration

Experience partnering with individuals spanning diverse roles within the film production pipeline to ensure optimal project results

Effectively communicate both potential solutions and roadblocks to diverse stakeholders to ensure project alignment

Creative Problem Solving

Ability to balance creativity with analytical thinking to optimize processes and spark innovation

Adept at working in a team environment to identify roadblocks and source solutions

Education

Gnomon's Bachelor of Fine Arts in Digital Production

Gnomon's Foundation in Art & Design

Foothill College

Freestyle Academy of Communication, Arts and Technology

Professional Experience

IBEW 332 | Graphic Designer

Campaign Design Commission (May 2020 & 2023)

Individual Commission | Illustrator and Photo Compositor

Digital Painting Commission (Nov 2022)

Softwares

Adobe Creative Suite

Gaea

Google Suite

Houdini

Mari

Maya

MEL and Python for Maya

Microsoft Office

Mudbox

Nuke

Procreate

Quixel Mixer

Redshift

SpeedTree

Substance Painter

Unreal Engine

Vray

XGen

ZBrush

Software Skills

Compositing

Digital Sculpting

Lighting

Look Development

Matte Painting

Modeling

Texturing

UVing