

Beatriz Tozo

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CG Generalist

WORK EXPERIENCE

CG Artist • Contractor

Aug 2024 - Dec 2024

Infuse Med • Provo, UT

- Created rigs, animations, models, textures, shaders, and renders for medical training videos, ensuring clarity and accuracy in visual communication.
- Translated storyboards into polished animations, utilizing Maya, Bifrost, V-Ray, and After Effects.
- Collaborated with the team to help implement a new production pipeline, optimizing workflows and enhancing efficiency across multiple departments.

CG Artist • Part-time

Jan 2023 - Jun 2024

Brigham Young University • Provo, UT

- Contributed to modeling, shading, lighting, hair grooming, compositing, and CFX tasks for Student Academy Award winning film 'Student Accomplice,' ensuring accurate and high-quality visual results until completion. Used softwares like Linux, Shotgrid, Maya, Houdini, Zbrush, Substance Painter, Substance Designer, and Renderman.
- Developed advanced shaders such as procedural car shading and OSL retro-reflective shader.
- Modeled and shaded around 30% of total film's environment.
- Worked on a pipeline that included USD assets, 4-5 different sets. Helped with procedural buildings in Houdini that could be re-used throughout multiple environments.

Asset and Character Artist • Freelancer

Nov 2020 - Mar 2021

Studio North Productions • Remote

- Responsible for texture, look development, and additional modeling for main character of the series 'Shift'.
- Modeled and textured over 30 props in 2 months.

AWARDS & SCHOLARSHIPS

Student Academy Awards Winner

Sep 2024

Student Accomplice

Rookie Awards 2024 Film of the Year Winner

Jul 2024

Student Accomplice

SKILLS

- **Languages:** English, Portuguese, Spanish, French
- **Softwares:** Autodesk Maya, ZBrush, Houdini, Substance Painter, Unreal Engine, SpeedTree, Marvelous Designer, Substance Designer, Universal Scene Description, X-Gen, After Effects, Unity, Solaris, Adobe Photoshop, Substance Sampler, Rizom UV, Mari
- **Technical:** Environment & Asset Modeling, Character and Environment Look Development, Shader Programming, Digital Sculpting, UV Mapping, Lighting, Compositing, Hair Grooming, Rigging
- **Renderers:** Arnold, Renderman, V-Ray, Karma
- **Coding:** C++, Python, OSL

EDUCATION

BFA in Animation

Brigham Young University
Provo, UT
Apr 2021 - Jun 2024

- Received 2 Multicultural Awards and 3 Talent Scholarships.