



Isabelle M. Pichay

3D Modeler | Animator | Illustrator

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Profile

Passionate artist with positive attitude and strong work ethics. Excels in 3D Modeling and creative writing. Has strong understanding of traditional and computer animation principles, physical motion, weight balance, texture, and form. Organized and detailed oriented with the ability to work quickly and collaboratively. Also, loves to have fun!

Education

Laguna College of Art & Design (LCAD) -
Laguna Beach, CA Bachelor of Fine Arts in Animation

Graduated: May 2019
GPA 3.4/4.0

Experience

- 06/2020 - 08/2020 Online Private Instructor; iD Tech Camp
- Teach campers ages 10 - 17 3D modeling and printing using Autodesk Maya and Blender
 - Use polygon modeling tools
 - Develop environment and hard surface modeling techniques
 - Translate visual inspiration into successful 3D models
 - Complete 3D printing process from start to finish
- 01/2020 - 03/2020 Election Aide Lead; Santa Clara County Registrar of Voters
- Train election aides on voting equipment
 - Verify and check in voters
 - Issue ballots and instruct voters how to correctly mark ballots
 - Assist voters with voting machines
 - Reconciles and secures all used and unused ballots and all election-related equipment
 - Set up, troubleshoot and take-down voter equipment
- 09/2019 - 02/2020 Game Animation Programmer Intern; Technology Game Changers, LLC
- Produce high quality animations
 - Work in a highly collaborative environment to fully realize characters and environments
 - Participate in brainstorming, beta testing and design/game feedback
- 07/2019 - Present Freelance Illustrator; Xist Publishing
- Create character and environment in 2D digital format for children's books
 - Submit illustration drafts for cover, insert and edit each page of book
 - Work with publisher on edits/changes and submit final product

- 06/2019 - 08/2019 *Instructor: iD Tech Camp*
- Teach campers ages 10 - 17 3D modeling, printing and animation using Autodesk Maya
 - Use polygon modeling tools and keyframe animation
 - Develop environment and hard surface modeling techniques
 - Translate visual inspiration into successful 3D models
 - Complete 3D printing process from start to finish
- 09/2018 - 05/2019 *Director and Animator on Lost in Love: LCAD*
- CG senior film project
 - Responsible for animating film from start to finish
 - Create original story and characters
 - Design, rig, render, color and animate
- 06/2017 - Present *Independent Seller/Owner, theboxduchess shvop: Etsy*
- Create characters
 - Draw and color on Photoshop
 - Print on shrink paper and super glue backings on pins
 - Laminate and hook a string for phone and bag charms

Skills

2D/3D Animation	Storyboard	Video Editing	Rigging	Background Painting
Character Design	Rendering	Creative Writing	Modeling	UV & Texture Mapping
3D Printing	Storytelling	Voice Acting	Illustration	Sculpting

Software Proficiency

Autodesk Maya, Blender, Zbrush, Adobe Creative Suite, Flipbook, Ultimaker Cura, Microsoft Office Suites

Activities/Hobbies

Making minatures

DIY projects (create and design pins/charms)

Plays DnD with friends

Plays Guitar (Acoustic/Electric/Bass)

Loves to draw both traditionally and digitally

Enjoys creating 3D prints