



Joya M. Gobran

3D Modeler

Skills

- Autodesk Maya
- ZBrush
- Substance Painter - Designer
- UV mapping and unwrapping
- Arnold Lighting and Rendering
- Adobe (Photoshop, Illustrator, InDesign, Premiere)
- Keyshot
- Unreal Engine - Unity
- Toon Boom Harmony
- Shotgun/Shotgrid
- Microsoft Office (Word, excel, PowerPoint)
- Google Cloud Services (Gmail, Drive, Docs, Sheets)
- Excellent Time Management, Multitasking, Team Player, Communication Skills, Efficient Improvement from feedback, keeping positive energy in crunch time, Creative eye for details, Always meeting deadlines and Fast learner.

Awards

Best Animated Short - Riverside International Film Festival
04/2020

Department Scholarship
01/2016 - 12/2019

Featured in ArtCenter Gallery
09/2019 - 12/2019

Languages

- Fluent in English
- Intermediate in French

Interests

- Stop Motion Animation
- Backpacking across the world
- Voice Over Acting
- Portrait Photography
- Watching and playing sports
- Video Games

joyagobranart@gmail.com

Portfolio - joyagobran.com

Instagram @ joyag_art

(310) 654-1308

Professional experience

3D Assets Artist on Gremlins

Warner Bros Animation, Burbank, CA, 01/2021 - 07/2022

- 3D modeled Characters, Environments and Props that met show's unique style.
- Coordinated with the Visual Development and Story departments on stylized models and scene assembly.
- Created both proxy models for internal use and high-poly models ready for texture/vendor send-off.
- Attended production meetings and applied feedback notes to models.
- Worked closely with the assets supervisor and insured completing production deadlines and advancing artistic skills.
- Communicated with our production managers on file organizations and closely followed delivery instructions.

Teaching Assistant for Advanced Modeling class

ArtCenter College of Design, Pasadena, CA, 09/2018 - 12/2019

- Oversaw groups of 20 students or more in handling characters, environments and props modeling projects.
- Facilitated sensitive discussions during classroom critiques.
- Guided students in researching materials and programs errors best suited to their individual models.

Freelance Experience

3D Generalist

Catharopeutix Inc. 03/2020 - 08/2020

- Created a 3D medical video of a new surgical device from Concepts to Compositing.
- Organized a personal production schedule, check-in goals and deadlines which successfully met client's expectations.
- Designed and Created company logo using Adobe Illustrator.

Education

BS in Animation - Entertainment Design

ArtCenter College of Design, Pasadena, CA, 01/2016 - 12/2019

Certificate of completion - Video Game Design

*Southern California Regional Occupational Center, Torrance, CA
09/2014 - 05/2015*

Projects

Over The Moon - Graduation short film

ArtCenter College of Design, Pasadena, CA 12/2019

- Lead 3D environments and props modeler

Lovestruck - Short movie

ArtCenter College of Design, Pasadena, CA, 01/2018 - 12/2018

- 3D modeled environments and props.
- Texturing, lighting and rendering.
- Colorist and Voice Over Artist.

Evil Scientist - Short movie

ArtCenter College of Design, Pasadena, CA, 09/2017 - 12/2017

- 3D Modeled environments and props.
- Colored and rendered 2D frames.
- Cleaned up 2D animation.

Alien Invasion - Short movie

ArtCenter College of Design, Pasadena, CA, 01/2017 - 05/2017

- Modeled environments and props designed.
- 3D visual development pass for set
- Rendered and lit environments.

* References available upon request