

# Nadia Diaz

## LookDev Artist

[www.nadiadiazvfx.com](http://www.nadiadiazvfx.com)  
[contact.nadiadiaz@gmail.com](mailto:contact.nadiadiaz@gmail.com)

### Achievements

**Runner-Up, VFX Character Design**  
Spring Show (2023)

**Most Valued Artist**  
Spring Awards (2023)

### Skills

#### Visual Effects

PBR Shaders  
Texture Design  
3D Texture Painting  
Lighting  
Compositing

#### Interpersonal

Attention to Detail  
Receptive to Feedback  
Flexible & Adaptable  
Task Management  
Problem Solver

#### Tools

Maya	Blender
Arnold	ZBrush
Unreal	Xgen
After Effects	
Premiere	Substance
Photoshop	Designer/ Painter
Nuke	

### Profile

Versatile look development artist skilled in texturing, shading, lighting and rendering, with a passion for CGI and a strong background in animation pipelines, freelance illustration, and 3D art. Dedicated team player who brings projects to life through effective collaboration and a unique creative perspective.

### Education

**BFA Animation & VFX** Academy of Art University (2023)  
*Courses include Node-Based Compositing, Real-Time Animation & VFX, Principles of Compositing, Adv. Texturing, Lookdev & Lighting*

### Experience

**LookDev Artist** Studio X, Remote (2023-Present)

- Collaborate with animation/rigging, modeling, and compositing departments to develop assets and shaders as part of an industry-university collaborative studio that produces series, shorts, and feature films.
- Serve as look development artist for two short films.

**Concept Artist/Illustrator** ArtHead Creations (2018-Present)

- Work as a freelancer offering digital and traditional design services. Maintain specifications and deliver rendered spreads.
- Serve 45 clients creating concept art for games, characters, logos, branding, social media, and children's book illustrations.

### Projects

**Texture Artist** *Finny* Short Film (2023-Present)

- Create PBR shaders for the Crab Shack building prop. Implement hand-painted watercolor style while maintaining realism using Substance Designer, Painter, Photoshop, and traditional paint materials.
- Collaborate closely with the prop modeler for UV changes and design revisions. Communicate via Zoom meetings and emails.
- Conduct extensive research on saltwater and moisture effects on wood and paint by visiting piers and marinas.

**Texture Artist** *Chain* Short Film (2023)

- Crafted PBR shaders for a Cicada character. Researched Cicada hue variations, at different life cycles for references.
- Developed two distinct shader versions to emphasize its importance in the environment and fit with the film's color scheme. Worked between Substance Painter and Arnold to execute shaders and PBR rendering, and test lighting for the asset between UE5 and Arnold.