

CLAIRE SORVALA

CG Generalist

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www.clairesorvala.com

WORK EXPERIENCE:

favorited

CG Generalist | Full-time

January 2026 - Present

Santa Monica, CA | Remote

- Created and refined CGI models and assets based on creative concepts and requirements
- Set up lighting and rendering for shots in phone aspect ratio for both pre-rendered and real-time visuals depending on production needs
- Created and supported basic animations, rigging, and motion elements as needed
- Created visual representation of CG & Art team's deliverables for favorited's app UI
- Created and iterated on 2D concept art

EDGLRD

CG Generalist | Contract

December 2025 - January 2026

Miami Beach, FL | Remote

- Assisted in asset development for Bungie's *Marathon* launch cinematic
Please see: [In Death We've Just Begun ft. Poppy and Son Lux](#)
- Modeled and textured 3 hero assets for real-time use in Unreal Engine 5
- Embellished shots with additional assets and detail as needed

AGBO

CG Generalist | Intern

September 2025 - December 2025

Los Angeles, CA | On Site

- Assisted in workflow development and lookdev for game assets
- Modeled and prepped 21 previz assets for real-time use in Unreal Engine 5

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Concept Artist | Contract

September 2025 - October 2025

Santa Monica, CA | Remote

- Collaborated with creative leads, designers, and cross-functional teams to develop 12 individual character sprites for favorited's seasonal app UI

SKILLS:

3D Software: Houdini, Maya, Unreal Engine, ZBrush, Substance Painter, Marvelous Designer, Nuke, Blender

2D Software: Procreate, Photoshop

Project Management: Google Suite, Flow Production Tracking (ShotGrid)

3D Rendering: V-Ray, Solaris, Unreal Engine

EDUCATION:

Gnomon School of VFX, Games & Animation

Digital Production - Bachelor of Fine Arts (B.F.A.)

April 2022 - March 2025

North Hollywood, CA

3.918 GPA

- President of Student Council
- Artwork displayed in the 2025 Student Gallery
- Artwork used as the front cover for the 2025 promotional school booklet

AWARDS & RECOGNITION:

The Rookies

August 2025

Rookie of the Year - 3D Animation | Runner Up

- Awarded to second place for each of the contest categories, this badge is the highest level of achievement