

CLAIRE SORVALA

3D MODELING & TEXTURING ARTIST

clairesorvala.com | clairesorvala.art@gmail.com | 760-750-0710

linkedin.com/in/claire-sorvala | San Diego, CA

WORK EXPERIENCE:

favorited

CG Generalist | Full-time

January 2026 - Present

Santa Monica, CA | Remote

EDGLRD

CG Generalist | Contract

- Assisted in asset development for an upcoming game cinematic (Marathon)
- Modeled and textured 3 hero assets for real-time use in Unreal Engine 5
- Embellished shots with additional assets and detail as needed

December 2025 - January 2026

Miami Beach, FL | Remote

AGBO

CG Generalist | Intern

- Assisted in workflow development and lookdev for an undisclosed project
- Modeled and prepped 21 previz assets for realtime use in Unreal Engine 5

September 2025 - December 2025

Los Angeles, CA | On Site

favorited

Concept Artist | Contract

- Collaborated with company art leads to develop an original character for a seasonal app event
- Fully realized 12 individual character sprites with 36 total mouth variations

September 2025 - October 2025

Santa Monica, CA | Remote

SKILLS:

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

2D Software: Procreate, Photoshop

AI Software: NanoBanana, ComfyUI

Editing Software: Adobe Suite, DaVinci Resolve

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

3D Rendering: V-Ray, 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 on the cover of the 2025 promotional school booklet
- Awarded Best of Term Achievement for Character Design for 2024 Fall Term
- Awarded Best of Term Achievement for Look Development for 2024 Summer Term

AWARDS & RECOGNITION:

The Rookies

Rookie of the Year - 3D Animation | Runner Up

August 2025

- Awarded to second place for each of the contest categories, this badge is the highest level of achievement and recognizes that artists are at the top of their game

PROFESSIONAL DEVELOPMENT:

Women in Animation (WIA)

September 2025 - Present

"Breaking In as a CG Artist" | Mentee

- Received bi-weekly mentorship from industry professional Marine Goalard, discussing topics centered around professional development as a CG artist
- Prepared and delivered a 45 minute presentation to educate my peers on a topic of my choice