

CLAIRE SORVALA

3D MODELING & TEXTURING ARTIST

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WORK EXPERIENCE:

AGBO

Fall Intern

September 2025 - Present

Los Angeles, CA

- Creating previz assets for an upcoming project

Freelance Concept Artist

Favorited

September 2025 - October 2025

San Diego, CA

- Collaborated with company art leads to develop an original character for a seasonal app event
- Fully realized 11 individual character pieces and 1 weapon piece

VOLUNTEER EXPERIENCE:

Women in Animation (WIA)

Fall Mentee

September 2025 - Present

- Participated in bi-weekly video calls with industry professional Marine Goalard, discussing topics centered around networking and effectively building resumes and cover letters as a 3D artist

EDUCATION:

Gnomon School of VFX, Games & Animation

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

April 2022 - March 2025

North Hollywood, CA

- President of Student Council
- 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

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

The Rookies

Rookie of the Year - 3D Animation | Finalist

July 2025

- This badge is awarded to contest entries that were hand selected by the judges as the best. This badge signifies artists have performed at an exceptional level and have proceeded to the final round of judging.

SKILLS:

3D/2D Tooling: Maya, Blender, ZBrush, Substance Painter, Substance Designer, Marvelous Designer, Nuke, Photoshop, SpeedTree, Procreate, Unreal Engine | **Editing:** Adobe Suite | **Project Management:** Google Suite, Autodesk | **3D Lighting:** V-Ray, Unreal | **Platform:** Win, Mac, Linux