

Elena Spina

3D Artist | Product Visualization | 3D Modeling | Technical Design

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PROFESSIONAL SUMMARY

3D artist and CG generalist with 6+ years of professional experience in 3D modeling, texturing, lighting, visualization, and technical production. Experience working on commercial, film, and television productions with major clients and studios including Industrial Light & Magic. Strong background translating visual and product requirements into detailed 3D assets while working within demanding production schedules. Experienced with complex digital production pipelines, technical troubleshooting, and cross-functional collaboration.

EXPERIENCE

Modeling & Texturing Artist—Kevin's VFX

April 2023- February 2026

- Create detailed 3D models and textures for commercial campaigns for clients including Nike, McDonald's, DoorDash, and Beats.
- Develop a variety of hard-surface, organic, animal, and creature assets based on project and client requirements.
- Translate creative direction and product requirements into production-ready 3D assets.
- Work within short production schedules while maintaining accuracy, visual quality, and consistency.
- Collaborate with production and creative teams to revise and deliver assets according to project specifications.

Junior CG Generalist— *Industrial Light and Magic*

December 2020- January 2023

- December 2020- January 2023 Created 3D models and textures for assets and environment elements used in film and television productions.
- Performed lighting and compositing work to integrate CG elements with live-action plates.
- Supported multiple stages of the CG production pipeline, including modeling, texturing, lighting, and compositing.
- Assisted with ILM's StageCraft workflow by helping develop reusable production assets and show pieces.
- Collaborated with artists and production teams to meet demanding visual and technical requirements.

SKILLS

Autodesk Maya, Autodesk 3DS Max, Autodesk CAD, Zbrush, Vray, Redshift, Mari, Arnold, Nuke, Substance Painter, Unreal, Adobe Suites (Photoshop/ Illustrator)

AWARDS

"Star Wars: Book of Boba Fett"- worked on the VFX team that won the HPA Award 2022 for Outstanding Visual Effects

"A Moonlights Tale"- Thesis Film nominated for Emerging Filmmakers Showcase at Cannes Film Festival

EDUCATION

School of Visual Arts, NYC

BFA in Computer Arts and Visual Effects

August 2015 - May 2019

Render Wrangler/ Desk Ops — Fuse FX

October 2019 - December 2020

- Managed daily render-farm operations and supported production users across **New York, Los Angeles, and British Columbia**.
- Provided desktop and technical support to artists and production staff.
- Troubleshoot software, hardware, and production workflow issues to minimize interruptions.
- Trained within the CG department and expanded technical knowledge across multiple production applications.
- Supported additional CG production work on television projects.

CG Generalist — Shucco USA

June 2018- August 2018

- Created 3D models and textures for props and product-related assets.
- Assisted with lighting, set dressing, layout, and compositing.
- Participated in meetings with international clients alongside the Lead CG Artist.
- Incorporated client feedback into visual and production work.