



Tianna Smith

3D Generalist

tiannasmithart@gmail.com

www.tiannasmithart.com

Los Angeles, CA

Socials

www.linkedin.com/in/tiannasmithart

https://www.artstation.com/tiannas

Instagram:
@ t.savanh

Skills

Modeling/ Sculpting

Maya

Zbrush

Marvelous Designer

Texturing

Substance Painter / Sampler

Mari

Lighting and Rendering

Vray

Arnold

Grooming

Xgen

Yeti

Compositing

Nuke

After Effects

Photoshop

Education

Bachelor of Fine Arts in Digital Production, 2025

Gnomon School of Visual Effects, Games and Animation

Associate Degree in Animation Production, 2021

Associate Degree in Computer Animation, 2022

Associate Degree in Fine Art, 2022

College of the Canyons

Projects

Lighting and Look Development Artist

"Knight Owl" (School Project) | *Gnomon*

- Based on the children's book Knight Owl by Christopher Denise
- Modeled, and textured assets in Maya, ZBrush, and Substance Painter
- Created a storybook-inspired watercolor lighting and texture style to capture the essence and warmth of the original illustration

Lighting and Look Development Artist

"BEAR" (School Project) | *Gnomon*

- Based on a concept by Andrey Osadchikh
- Sculpted, textured, groomed, and rigged assets using Zbrush, Substance Painter, Yeti, and Advanced Skeleton
- Animated environmental and character elements, including lightning, moving shadows, and subtle character motion
- Effectively applied feedback under the guidance of instructor Miguel Ortega to animate cinematic lighting that enhanced storytelling and visual mood.

Lighting and Look Development Artist

"Nostalgic Train Ride" (School Project) | *Gnomon*

- Modeled and textured a modular train environment in Maya
- Sculpted, textured, and groomed girl using Zbrush, Mari, and Xgen
- Created realistic lighting to simulate a train in motion
- Rendered and composited the final scene in V-Ray and Nuke, achieving complex materials such as glass and reflective surfaces

Look Development Artist

"Lucky Catch!" (School Project) | *Gnomon*

- Designed and developed a 3D scene based on original concept artwork
- Modeled, sculpted, textured, and lit assets using Maya, ZBrush, Substance Painter, and V-Ray
- Rendered and composited the final scene in Nuke, achieving realistic wet surface effects on the fish using multiple specular passes

Experience

Surprise Women's Clothing Store, 2020 - 2022

Retail Associate | Key holder

Canyon Country, CA 91351

- Entrusted with store opening and closing
- Developed strong communication, problem-solving, and time management skills in a fast-paced environment