



# Tianna Smith

## 3D Generalist

### Contact

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Los Angeles, CA

### Website

www.tiannasmithart.com

### Socials

[www.linkedin.com/in/tiannasmithart](http://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

Unreal Engine

PBR / Shaders

### Grooming

Xgen

Yeti

### Compositing

Nuke

After Effects

Photoshop

Clip Studio Paint

## Education

### Bachelor of Fine Arts in Digital Production, 2025

*Gnomon School of Visual Effects, Games and Animation*

- Awarded Best of term for Environment Interior Stylized for 2025 Summer Term

### Associate Degree in Fine Art, 2022

### Associate Degree in Computer Animation, 2022

### Associate Degree in Animation Production, 2021

*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 using Maya, ZBrush, and Substance Painter
- V-Ray Chaos Scatter for procedural instancing to generate the hay
- Created a storybook inspired watercolor look using color, contrast, and lighting design to match the illustration's aesthetic

### 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 lightning, moving shadows, and subtle character motion using strong problem-solving to fix timing and technical challenges
- 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 modular train environment assets, optimized for efficient scene integration
- Sculpted, textured, and groomed girl using Zbrush, Mari, and Xgen
- Created realistic lighting to simulate a train in motion
- Rendered and composited in V-Ray and Nuke using node-based workflows

### 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 by layering multiple specular passes

## Experience

### Surprise Women's Clothing Store | Retail Associate/Key holder, 2020-2022

- Responsible for opening/closing the store, strengthened communication, problem-solving, and time-management skills in a fast-paced setting