

# Sophia Videva

CG Artist and Animator


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## Contact

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 @sophiavidevaart

 in/sophiavideva

## Education

### Carnegie Mellon University

Pittsburgh, PA

Bachelor of Fine Arts

Major: Electronic & Time-Based Media

Minor: Game Design

Class of 2020

### Entertainment Technology Center

Pittsburgh, PA

Masters of Entertainment Technology

Class of 2022

## Skills

Maya

Blender

ZBrush

Houdini

Adobe Suite

Substance Painter

Arnold

Shotgun

ToonBoon Harmony

Unity3D

Python/Java/C

Fluent in Bulgarian

## Relevant Coursework

3D Animation

Technical Character Animation

Character Rigging

Experimental Game Design

Building Virtual Worlds

Game Development and Prototyping

Game Studio

Real-Time Animation

Experimental Animation

## Experience

### 3D Artist and Student Lead

Entertainment Technology Center, *May 2020 - Aug. 2020*

Created 3D models, rigs, textures, and 2D UI for a federal government sponsored, nation-wide cybersecurity education project.

### Teaching Assistant for Character Rigging for Production

Carnegie Mellon University, *Aug. 2019 - Dec. 2019, Aug. 2020 - present*

Assisted with developing bipedal and creature rigs in Maya and lectured in the Character Rigging for Production course at Carnegie Mellon University.

### Generalist 3D/Animation Intern

Imagination Park Technologies, *May 2019 - Aug. 2019*

Modeled, rigged, animated, and rendered characters and logos for an augmented reality app, Xenoplay. All aspects were done in Maya.

### 3D Character Rigger

Carnegie Mellon University, *Jun. 2019 - Dec. 2019 with Johannes DeYoung*

Rigged 3D humanoid characters to be used in an animated short film. All rigs are done using Maya.

### Concept Artist/3D Modeler

Massive Collaborative Animation Projects 3 (MCAP03), *Jun. 2019 - Aug. 2019*

Designed characters and created preliminary models in Maya for a collaborative television show.

### Character Animator

Massive Collaborative Animation Projects 1 (MCAP01), *Jan. 2019 - Dec. 2019*

Created layouts and character animations in Maya for a short collaborative film to be shown at SIGGRAPH 2020.

### Art and Design Intern

Simcoach Games, *May 2018 - Dec. 2019*

Created artwork, animations, and UI for educational role-playing games using Maya and Photoshop.

## Achievements

### Student Speaker at the MCAP01 Birds of a Feather Presentation, SIGGRAPH 2019

*Jul. 2019*

### Third Place at the University of Pittsburgh's Games4Health Game Jam

*Oct. 2018*

Lead artist working on 3D environment art, characters, and animations using Maya and Unity3D

### Received Small Undergraduate Research Grant (SURG) to create an animated short

*Jan. 2018*

Animator and editor for a 2D animated short to be shown at Carnegie Mellon's Undergraduate Research Symposium