





SOPHIA VIDEVA

CG Artist and Rigger

Contact

-  sophiavideva.com
-  sophiavideva@gmail.com
-  [@sophiavidevaart](https://www.instagram.com/sophiavidevaart)
-  [in/sophiavideva](https://www.linkedin.com/in/sophiavideva)

Education

Entertainment Technology Center
Class of 2022
Pittsburgh, PA
Masters in Entertainment Technology

Carnegie Mellon University
Class of 2020
Pittsburgh, PA
BFA and minor in Game Design

Skills

Maya
Blender
ZBrush
Substance Painter
Houdini
Adobe Suite
Arnold
Shotgun
ToonBoon Harmony
Unity3D
Python/Java/C
Fluent in Bulgarian

Relevant Coursework

3D Animation
Technical Character Animation
Character Rigging
Experimental Game Design
Programming in Python and C
Game Development and Prototyping
Game Studio
Real-Time Animation
Experimental Animation

Experience

Graduate Teaching Assistant

Entertainment Technology Center
Advanced Pipeline Topics for Film and Game Art, Jan. 2020 - present

3D Artist and Student Lead

Entertainment Technology Center, May 2019 - Aug. 2019
Produced models, rigs, textures, and UI using Maya and the Substance and Adobe Suites for the President's Cup, a government sponsored, nation-wide cybersecurity education project.

Teaching Assistant

Carnegie Mellon University
Character Rigging for Production, Aug. 2019 - Dec. 2020
Animation Studio, Aug. 2020 - Dec. 2020
Real-Time Animation, Aug. 2020 - Dec. 2020
Assisted with developing bipedal and creature rigs in Maya and lectured in the Character Rigging for Production course, as well as helped with course material and lectures 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 - Aug. 2020 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 (MCAPO3), Jun. 2019 - Jan. 2020
Designed characters and created preliminary models in Maya for a collaborative television show.

Character Animator

Massive Collaborative Animation Projects 1 (MCAPO1), 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 MCAPO1 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