

# NATALIE VILLARREAL

generalist, lighting, compositing



## profile

I am a 3D Generalist with an eye for lighting & composition, a love for compositing, and a background in oil painting. I prioritize story and mood in every project and utilize my knowledge of many 3d software packages to bring an image to life. As a generalist, my background and interest in pipeline development bolsters my ability to understand and work within the confines of a pipeline, as well as be constantly looking for ways to make a process more efficient.

## contact

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## skills summary

### Generalist

Understanding of the CG pipeline, from concept to compositing.  
Significant experience using a variety of relevant industry-standard softwares.  
Ability to create a wide range of 3D assets, including:

- Hard-surface and organic, characters, environments, VFX, and architectural.
- UV unwrapping, UDIMS, texture and shader creation.
- Render layers, AOV passes, Nuke scripts

### Lighting & Compositing

Solid understanding of live-action and animation lighting workflows.  
Experience building complex shader networks, rendering optimization, setting up render layers and delivering render passes.  
Experience compositing assets, render passes and VFX elements with raw footage and/or CG renders to create realistic and effective images.  
Ability to track, match and integrate CG assets with raw footage using PF track, Maya and Nuke.

### Additional Skills

Strong visual sense.  
Exceptional attention to detail and eye for quality and style.  
Analytical: Always questioning how I can work faster, optimize scenes, and improve my workflow.

## education

### Certificate in Digital Production, 3D Generalist

Gnomon School of VFX and Animation  
Oct 2020 - Sep 2022

### Bachelor of Fine Arts, Studio Art

The University of Texas at Austin  
2010 - 2013

## experience

### RED Construction

Pipeline Development  
2016-2019

Improved the millwork pipeline by identifying under-utilized techniques and developing robust and efficient methods of drawing and modeling, and estimating.

Initiated teaching sessions in both English and Spanish to implement the new standards and techniques.

## skills

### general

Maya  
Houdini  
Zbrush  
Marvelous Designer  
Speedtree  
Illustrator  
Yeti / Xgen  
Gaea

### texturing

Mari  
Substance Painter  
Substance Designer

### rendering

Vray  
Redshift  
Arnold

### compositing

Nuke  
After Effects  
Photoshop  
PF Track

### editing

Premier Pro

### game engine

Unreal Engine 5  
Quixel Mixer  
Megascans