



# ALYSSA MINKO

CG Surfacing Artist

## CONTACT

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## EDUCATION

BFA, Film & Animation

Rochester Institute of Technology

Graduated May 2019

GPA: 3.55

## SOFTWARE KNOWLEDGE

Maya	Substance Painter
Cinema 4D	Substance Designer
Mudbox	Adobe Creative Suite
Zbrush	Python
Renderman	Unix/Linux
Arnold	Nuke
Mari	Houdini
Katana	

## EXPERIENCE

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### CG INTERN

*The Mill (NYC)* | october 2019 – present

- Create, enhance, and integrate production assets into live action commercials using a traditional VFX pipeline.

### BACKGROUND PAINTER

*NDA Animated Short* | aug. 2019

- Created background paintings for an unannounced animated short film by Ilana Schwartz, produced for an international client

### ENVIRONMENTS INTERN

*Blue Sky Studios* | june 2019 – aug. 2019

- Created production-quality assets and procedural materials under the supervision and mentorship of studio artists
- Collaborated with other environmental interns to model and texture a set for "Nimona" (2021) within an experimental studio workflow

### PIXAR UNDERGRADUATE PROGRAM ("PUP") INTERN

*Pixar Animation Studios* | june 2018 – aug. 2018

- Studied the workflow of technical direction departments, studio pipeline, and softwares associated with feature film production
- Exercise technical and conceptual skills via weekly projects
- Collaborate with fellow interns to design and execute a brief environmental short within the studio pipeline

### CG/VFX INTERN

*Animal Studio* | may 2017 – aug. 2017

- Provided assistance on commercial productions in the form of modeling, texturing, lighting, rigging, photogrammetry, visual effects tracking, compositing, and motion graphics
- Clients: *West Virginia Lottery, Pennsylvania Lottery, Hop Culture Magazine, Fisher Price*

## TECHNICAL SKILLS

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modeling  
sculpting  
retopology  
image-based lighting  
rendering  
procedural shading

texturing  
look development  
set dressing & layout  
multi-pass rendering  
compositing  
scripting (Maya Python)