



My Contact

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☎ (832) 331-9012

🌐 www.sophia-z-raza.com

Software Knowledge

- Tesseract
- Maya
- ZBrush
- Photoshop
- Storyboard Pro 22

Soft Skills

- Strong illustration skills
- Observant
- Strong Communication
- Multi-tasking
- Attentive to small details

Eligible to Work in

- Canada
- United States

Languages

- English
- French (Novice)
- Spanish (Novice)

References

- Available upon request

Professional Experience

Untitled Comic Commission | Early Concept Artist

December 2023 - March 2024 (*cancelled*)

- Responsible for early character, paneling, and style concepts

Houston Museum of Natural Science | Advance Sales Rep

April 2023 - Present

- Responsible for transfer calls to internal communication
- Responsible for assisting field tips, outreach program, and organizations pay for their trip in advance
- Answer a variety of questions from guests regarding the museum's activities, prices, event, and hours of operation

"IceCream Cake" Senior Film | Character TD

August 2021- May 2022

- Setting up automated character body rigs
- Creating & setting up facial deformation rigs
- Attend team meetings & work to fix technical problems in character rigs
- Work with director to clean up skin weights

"Watch Your ADDitude" Student Short Film | Co-Producer & Lead TD

April 2021-June 2021

- Rig 3D Character with IK setup
- Model & texture 3D character
- Work closely with animators to address and fix rig problems
- Organize scene files for rendering
- Render out 3D shots in Arnold Maya

Education

Savannah College of Art and Design

Bachelor of Fine Arts, Major in Animation

August 2018- August 2023

Relevant Courses:

- Drawing & Illustration
- Storyboarding
- Character Design
- Organic Prop & Character Modeling
- Cloth & Hair Simulations for Animation
- Lighting for Animation
- Facial Rigging for Maya
- Manual Character Rigging for Maya
- Toon Boom StoryBoard