

Gina Izerel

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EXPERIENCE

FOX SPORTS

Los Angeles, CA

Graphics and Realtime Artist – FOX Sports Creative Services

Jul 2023 - Present

- Concepting, designing, and building virtual environments and 3D models to be used on FOX's LED stage
- Modeling, UVs, and optimization of 3D assets with Cinema4D, texturing 3D models with Substance 3D Painter/Designer
- Building virtual sets and environments in Unreal Engine, material creation, blueprinting to create functionality for AR spawnables, and publishing parameters to Erizos for testing
- Optimizing environments for virtual production purposes using multiple camera feeds and GhostFrame
- Testing virtual environments on an LED Stage for real-time use on broadcasts including NFL Sunday, College Hoops, and MLB

UNIVERSAL PICTURES (NBCUniversal)

Universal City, CA

Creative Technologies Intern – Virtual Production

Sep 2022 - Dec 2022

- Utilized Unreal Engine to create virtual environments for real-time playback on an LED volume for film/TV productions
- Created and optimized 3D assets, lighting, materials, and textures for game engines, tested virtual environments on-set
- Tested new technology and drafted up best practices for pipelines between DCC software and game engines, contributing to efficient virtual production workflows
- Configured motion capture cameras for live-link between Unreal and the LED wall, utilized nDisplay and multi-user sessions
- Specialized in previsualization, 3D modeling, retopology, UVs, texturing, rigging, terrains, lightmaps, LODs, and materials

CINEGESTIX VFX

Cape Town, SA

VFX Artist Intern

Jun 2021 - Sep 2021

- Created a photorealistic character involving building and rigging an anatomically correct skeleton, following the full character production pipeline, gaining hands-on experience in Maya, ZBrush, Unreal Engine, and Substance Painter
- Proficient in previsualization, 3D sculpting, rigging, texturing, retopology, UVs, muscle systems, grooming, animation

EDUCATION

Northeastern University

Boston, MA

BFA Game Art and Animation

May 2023

Cumulative GPA: 4.00 - Summa Cum Laude

SKILLS

Software: Maya, Unreal Engine, Cinema4D, ZBrush, Houdini, Marvelous Designer, Erizos, Unity, Marmoset Toolbag, World Machine, SpeedTree, DaVinci Resolve, Perforce, Substance 3D Painter, Substance 3D Designer, After Effects, Photoshop, Illustrator, Premiere Pro, InDesign

Coding: Java, SQL, HTML, CSS, Houdini VEX

ORGANIZATIONS AND CERTIFICATIONS

Entertainment Technology Center (ETC)

Los Angeles, CA

Virtual Production Working Group Member

Sep 2022 - Present

- Engage in meetings with virtual production industry professionals in the education, LED, and AI subgroups

Women in Animation

Boston, MA

Member and Mentee

Dec 2021 - Present

- Participated in a focused mentorship circle to develop skills in coding and mathematics for VFX in Houdini

Kohl Makeup Academy

Johannesburg, SA

Certificate in Beauty and On-Screen Makeup Design

Jan 2019 - Aug 2019

- Completed 6-month makeup artistry course focusing on anatomy, color theory, and composition; work published in editorials

ADDITIONAL INFORMATION

Additional Languages: Hebrew and Afrikaans

Interests: 3D Printing, Drawing, Boxing, Scuba diving, collecting CGI bloopers

Other: US Lawful Permanent Resident; Dual EU and South African citizen