



ANGELA
SMALDONE

Sculptor/ CG modeler

Italian

✉ angela.smaldone@gmail.com

★ <http://www.angypop.com>

JOB EXPERIENCE

CHARACTER VIS DEV & PRODUCTION MODELER

SUNRISE STUDIOS (PARIS REMOTE)

The David movie

VIS DEV CHARACTER ARTIST

NETFLIX (PARIS)

Prince of Port au Prince

Escape from Beverly Hills (shelved project)

Pearl (shelved project)

VIS DEV SCULPTOR

FREE LANCE (PARIS)

Steps

Leo

Thelma the unicorn

Charlie and the chocolate factory

Ferguson

and Rebecca

CHARACTER MODELER (MAYA & ZBRUSH)

LAIKA (PORTLAND)

Missing Link (2020 Golden globe winner for animation)

CHARACTER AND SET MODELER (MAYA & MUDBOX)

SONY IMAGEWORKS (VANCOUVER)

Smurfs 3 (lead)

Hotel Transylvania 2

Angry birds (2016 Academy awards nominee)

Storks (2016 Academy awards nominee)

MAIN CHARACTER CONCEPT AND ASSET MODELER

(Z-BRUSH & MAYA)

ONYX FILMS (PARIS)

The Little Prince (lead) (2016 Academy awards nominee and Cesar award winner)

Mune (lead) (2016 Academy awards nominee)

CHARACTER AND PROP MODELER

(Z-BRUSH & MAYA)

ILLUMINATION-MAC GUFF (PARIS)

Despicable me 2

Kirikou, les hommes et les femmes

The Lorax

CHARACTER AND PROP MODELER FOR COMMERCIALS AND TV SERIES IN PARIS

(Z-BRUSH & MAYA)

PRODUCTION COORDINATOR

FREELANCE MODEL-MAKER

SKILLS

Z-Brush, Maya, Mudbox, 3D Coat, Uv Layout, Photoshop, After Effects, Substance Painter, Excel

Linux/ Windows/ Mac - OS

Italian ●●●●● (mother tongue)

French ●●●●●

English ●●●●●

EDUCATION

MOLD 3D DYLAN EKREN WORKSHOP

Creating appealing characters in 3d

JAN 2024 - PRESENT



JAN 2021 - JAN 2024



MAR 2017 - DEC 2020

SEP 2015 - NOV 2016



FEB 2014 - JUL 2015



JUL 2012 - JUL 2013



APR 2010 - MAY 2012



DEC 2008 - MAR 2010

2006 - 2007

2003 - 2005

SOFTWARES

COMPUTER

LANGUAGES

2018

2013

2005 - 2006

2001 - 2004

SCOTT EATON WORKSHOPS

Digital Figure Sculpture

Anatomy for artists

MASTER IN LIVE ACTION AND ANIMATION PRODUCTION

LES Gobelins, PARIS

BA IN 3D ANIMATION

SNC - SCUOLA NAZIONALE DI CINEMA, TURIN