

# Erica Ferguson

## Character Modeling

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## Profile

A character modeler who utilizes sculpting, texturing, and real-time software to specialize in stylized characters with an attitude.

## Summary of Skills

Ability to create high fidelity models from concept and or reference

Strong adaptability to new trends and software.

Solid knowledge of human anatomy and the ability to work with stylized subject matter.

Ability to improve work and knowledge through feedback.

Self-driven - proactively improves skill set and abilities by keeping aware of industry trends, craft techniques and learning new software packages.

Ability to multitask in a fast-paced environment with strong time management and communication skills.

## Education

OCTOBER 2020 - SEPTEMBER 2024

Gnomon School of Visual Effects, Games and Animation. Hollywood, CA

Digital Production Certificate in Modeling and Texturing

AUGUST 2017 - MAY 2019

California State University Long Beach, Long Beach, CA

BA Studio Arts

## Work Experience

JUNE 2020 - APRIL 2023

Wood Ranch BBQ & Grill  
Valencia, CA & Northridge, CA

Bartender, Server

## Digital Skills

Unreal Engine  
Autodesk Maya  
Zbrush  
Substance Painter  
Substance Designer  
Marmoset Toolbag  
Mari  
Adobe Photoshop/Illustrator  
Keyshot  
Houdini  
Nuke  
Adobe After Effects/Premiere Pro

## Traditional Skills

Illustration  
Traditional Animation  
Life Drawing  
Watercolor Painting  
Gouache Painting  
Acrylic Painting  
Metalwork  
Woodwork

## Clubs and Organizations

MAY 2018 - MAY 2019  
CSU Long Beach Salsa Club  
Long Beach, CA  
Secretary

## Awards

Gnomon Best of Term Winner, Summer 2024 - Games Character Category for Foxy  
Gnomon Best of Term Winner, Spring 2024 - Games Category for Aztec Sacrifice Piece  
Cum Laude from CSU Long Beach

