

# Ashley Cangiamilla

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## Experience

*3D Artist at MVI Health / Penumbra Inc., August 2019 - Present*

3D modeling of any in-game assets, texture and material design, game level art layout and lighting design

*Junior Artist at MVI Health / Penumbra Inc., August 2018 - August 2019*

3D modeling of props and architecture, level art layout, texture and material design

*Artist Intern at Penumbra Inc., June 2018 - August 2018*

3D modeling and texturing of architecture and props

*Crossroads Comix, July 2017 - Present*

3D character modeling, texturing, and rigging

## Skills

Autodesk Maya, Adobe Creative Suite, zBrush, Substance Painter, Substance Designer, Unreal Engine 4, Clip Studio Paint, PaintTool Sai

## Education

*San Jose State University, 2011-2018*

Bachelor of Fine Arts (BFA) in Illustration/Animation, Graduated Cum Laude, May 2018

*Leland High School, 2007 - 2011*

## Volunteering

*BFA Gallery Lead Coordinator for Modeling, February 2018 – May 2018*

Planned the overall gallery theme and design with the other coordinators.  
Designed and set up the space allocated to showcase the modeling students' work.