



CONTACT

- ✉ Shennamp@gmail.com
- ☎ +1 951-552-0037
- 🌐 www.shennapadayao.com
- in linkedin.com/in/shennapadayao/

EDUCATION

B.F.A. VISUAL EFFECTS

Minor Technical Direction & Programming
SAVANNAH COLLEGE OF ART AND DESIGN
August 2015 - May 2019
3.9 GPA

SOFTWARE

- Maya
- Substance Painter/Designer
- Adobe Suite
- Zbrush
- Houdini
- Arnold
- Renderman
- Nuke

PROGRAMMING

- Python
- MEL

SKILLS

- Organic/Hard surface Modeling
- Surfacing/Texturing
- Parametric Material creation
- Digital Art

ACHIEVEMENTS

- ◆ 2021 Lockheed Martin Spotlight Award: "Reshaping Operations" ENCORE
- ◆ 2020 Lockheed Martin Spotlight Award: "Reshaping Operations"
- ◆ 2019 Rookies Finalist
- ◆ SCAD Academic Honors Scholarship
- ◆ SCAD Achievement Honors Scholarship
- ◆ SCAD Student Incentive Scholarship
- ◆ SCAD Artistic Honors Scholarship
- ◆ 2015-2019 SCAD Deans List
- ◆ 2015 Gold Seal Artist: Digital Art
- ◆ 2014 Gold Seal Artist: Painting

SHENNA MAE PADAYAO

CG Generalist

| Surfacing/Texturing

BRIEF

CG Artist specializing in Surfacing and Texturing with 3 years of experience in fast-paced studio environments and private industries. Industries include; Commercial, Film, Government Defense, Hospitality. Versed in creating photoreal/stylized assets, and finding innovative solutions in 3D. With a passion for research and innovation, constantly striving to expand digital visualization capabilities to different industries. Seeking an exciting collaborative team to create visually compelling projects and to help push my CG professional and creative skills.

EXPERIENCE

VISUALIZATION ENGINEER(CG Generalist)

Aug 2019- June 2021 LOCKHEED MARTIN, SUFFOLK VIRGINIA

- Rendered conceptual prototypes, products, from blueprints and images to 3D
- Scripted transfer tools
- Pioneered EVE Visualization Lab in the Lighthouse facility
- Created PBR photoreal assets for VR training, wargame scenarios

CG GENERALIST

June 2018-2019

FRAMESTORE, CHICAGO ILLINOIS

- CG generalist launchpad program
- Modelling, Texturing, Look Dev, compositing
- Minor proprietary tool coding
- HDR stitching
- Worked on 6 Commercials/Pitches

DISNEY DREAMER

2015

DISNEY DREAMERS ACADEMY, ORLANDO FLORIDA

- Shadowed under Disney Artists and Animators
- Confidence speaker for young women in STEM
- Representative for generation of dreaming students

GRAPHIC DESIGNER

Jan 2014 – May 2016

CBB CREATIVE, DALLAS TEXAS

- Consulted on photoshoots with director and clients
- Responsible for creating graphic content for cards
- Trained new hires about non-destructive workflow and how to use company programs

COLLABORATIVE PROJECTS

2020-2021

VISION 2030, LOCKHEED MARTIN

Project lead, compositing, modeling, concept art

2019

SKYCRANE VR TRAINING, US AIR FORCE

Responsible for asset creation, Look Dev, communicating w/ engineers

2018

CAPITAL ONE, Framestore

Responsible for Modelling, Surfacing, Proprietary GUI coding

2018

FACEBOOK AR STUDIO, Framestore

Responsible for Concept Art, 2D-Animation

2018

HEFTY, Framestore

Responsible for Character Modelling, Look Development



BREAKDOWN SHEET

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ABSENCE

PROGRAMS: Arnold, Maya, Substance Painter, Photoshop

Mostly procedurally shaded environment, using substance Painter and reworking different inputs using procedural noises as masks within Hypershader. It was mostly a study on how to set dress an environment as efficiently as possible, how to utilize .ASS files to optimize a busy scene, and how to utilize speedtree to help break up volumetric lighting for a more atmospheric environment.



FRAMESTORE: CAPITAL ONE CAFE COMMERCIAL

PROGRAMS: Arnold, Maya, Substance Painter/Designer

Internship with Framestore textured the blue world environment procedurally. I initially created tileable and editable cracks and tiles through Substance Designer, then the rest painted through Substance Painter. For this project I also helped write a proprietary code and GUI for Framestore to expedite texture transferring .



DARKSHORE

PROGRAMS: Arnold, Houdini, Zbrush, Nuke

In charge of Lead Lookdev, and concept art. It was an experiment on creating a full procedurally textured environment within Houdini, and using Houdini for Arnold. Originally inspired by the Melessani Caverns in Greece,



MYCO ILLUMINATION

PROGRAMS: Arnold, Maya, Mari, Photoshop, Nuke

Inspired by Japanese Mycena Lux-coeli glowing mushrooms. Used this to experiment with the Arnold skin shader and subsurface layer capabilities. To expedite the process of modeling with photogrammetry with PhotoScan to capture a log and moss. Then ontop layered procedural noises to affect color, displacement, and subsurface mixing.



FRAMESTORE: ALLSTATE "DROPSIES"

PROGRAMS: PT GUI, Photoshop, Nuke

This scene I was in charge of processing batches of bracketed photos from set to create HDR images, and stitching them together with PTGui to be used as lighting for the CG environment of the football field.



PAPER VILLAGE

PROGRAMS: Renderman, Maya, Photoshop

Inspired by my childhood daydreams of pages of the stories coming to life. Simple words can create fleshed an vivid worlds, passed down through generations and cultures. Primarily it was nice study on some cloth, subsurface scattering and using masks for opacities.



FRAMESTORE: ALLSTATE "DROPSIES"

PROGRAMS: Nuke, Photoshop

On set of Framestore's work for Allstate's "Mayhem" the spray painted burns didn't look as realistic as the director wanted. So I was put in the task of painting cracking burns in photoshop and then comping over the surrounding columns in Nuke to help add more realism to the scene.