BEATRIZ TOZO
LOOK DEVELOPMENT ARTIST
BEATRIZMTOZO@GMAIL.COM   WWW.BEATRIZTOZO.COM

EDUCATION

BRIGHAM YOUNG UNIVERSITY

BFA in Animation
April 2021 - June 2024
- Multicultural Award, Talent Award.

CG MASTER ACADEMY

Online Course
June 2023 - August 2023
- Acquired procedural character hair grooming skills under instruction of Ethan Dean (Character Shading TD at Pixar.)

SKILLS

Technical
- Character & Environment Look Development
- Shader Programming
- Asset & Character Modeling
- Digital Sculpting
- Hair Grooming
- FX
- CFX
- Lighting
- Compositing

Software
- Universe Scene Description
- Autodesk Maya
- Houdini
- ZBrush
- Adobe Substance Designer and Painter
- Marvelous Designer
- Unreal Engine
- SpeedTree
- Foundry's Nuke

Renderers
- Arnold, V-Ray, Renderman, Karma.

Languages
- English, Portuguese, Spanish, French.

Operating Systems
- OSX, Windows, Linux.

Coding
- Novice C++ and Python.

EXPERIENCE

BRIGHAM YOUNG UNIVERSITY

CG Artist
January 2023 - Present, Part-Time
- Shading Artist for props in "Unfamiliar/Witch's Cat" using a USD pipeline.
- Shading hero character, modeling and shading environment assets, hair grooming, and lighting/compositing for studio pipeline-based film "Student Accomplice."
- used OSL for advanced materials such as retro-reflective surfaces.
- Developed procedural tools such as road and car shading for streets.
- Taught proper UV Mapping and shading workflows.

Teaching Assistant - Business and Ethics in Animation
September - December 2021 and 2022, Part-Time
- Assisted professor Craig Van Dyke with distribution of resources and preparing BYU Animation's Senior class to enter the industry.
- Presented all animation Non-Profit organizations and other available resources.
- Provided seniors with in depth research on internships and the job industry.

Assistant for the Center of Animation
January - September 2022, Part-Time
- Managing BYU Animation's website and social media, which included efficiently redesigning BYU Animation's website.
- Assisting faculty with BYU Animation needs on either films, classes, or research.

C&I STUDIOS

CEO Assistant
March - April 2021, Internship
- Primarily responsible for providing administrative and production assistance to the company and CEO.
- Overlook Production Assistants' tasks.
- Learned commercial film industry's fast-paced pipeline.

STUDIO NORTH PRODUCTIONS

Shading and Modeling Artist
November 2020 - March 2021, Freelance
- Responsible for texturing, shading, and additional modeling for main character of "Shift."
- Modeled and textured over 30 props in 2 months.

SIGGRAPH 2023

In Person Volunteer
August 2023, Volunteer
- Guided guests through the registration process, production sessions and Experience Hall, ensuring a smooth and efficient experience.

WOMEN IN ANIMATION

Event Moderator
April 2021, Volunteer
- Moderated portfolio review for ON Animation Studios.
- Moderated floor for WIA Career Fair.