



# Naomi Ebata

3D Character Artist

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[in/naomiebata](https://www.instagram.com/naomiebata)

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## Programs

Zbrush  
Autodesk Maya  
Adobe Substance  
Marmoset 3  
Keyshot  
Adobe Photoshop  
Procreate  
TV Paint

## Skills

Digital Painting  
2D Character design  
3D Character  
Creation  
3D Rendering  
3D Environment  
Creation

## Education

DigiPen Institute of  
Technology

Bachelor of Fine  
Arts and Animation

Expected  
Graduation  
2023



## Academic Projects

### *Mother- 3D/2D Short Film*

Jan. 2022- Dec. 2022

3D Modeler, Producer

7 Person Team

- Completed one humanoid creature model with Zbrush, Maya, and Substance Painter.
- Made model to mimic a 2D style and blend in with a hand-drawn look.
- Modeled and textured 1 room and 11 props in Maya, Substance Painter, and hand painted in Clip Studio Paint.
- Set production timeline for 3D environment and Lighting artist to produce backgrounds.

### *Flotsam - 2D Short Film*

Sep. 2020- May 2021

Concept Artist, 2D animator

5-person team

- Four poses lined and colored. Painted one key environment to finish.
- Sketched and painted concept art for an interior and exterior environment.
- Animated two scenes in TV paint.

### *Monster-A-Salt - 3D Action Game*

Sep. 2021 – Dec.2021

Art Lead, Concept Artist

16-person team

- Sketched and painted two distinctive monster designs based on style rules.
- Determined key art style rules for the environment, characters.
- Directed Environment Lead to make 4 key environment assets.
- Gave feedback on character design and directed changes.

## Employment

### Physical Sculpture TA at DigiPen Institute of Technology

Sep.2022 - Present

- Gave critique to students attempting physical figure sculpting
- Directed half of sessions without the instructor

### Gesture Drawing TA at DigiPen Institute of Technology

Sep.2022 - Dec.2022

- Co-managed figure drawing sessions with instructor