Kiki Pela
MODELLING – SURFACING ARTIST

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3D Modelling and Surfacing artist, with a strong skillset and 5+ years professional work experience in modelling, texturing and look development, also adept in other areas of the pipeline. Located in London, I have the ability to work both on-site and remotely.

Work experience

04/2025 – Present — **Mid Environment Modeller & Surfacing Artist – Ritzy Animation**

10/2023 – 12/2024 — **CG Texturing & Surfacing Artist – Blink Industries**
Responsible for environment and prop surfacing and look development for Disney's upcoming animated series *The Sunnyridge 3*
Developed materials/ textures for the studio's custom texture library

04/2023 – 10/2023 — **Mid Environment Modeller & Surfacing Artist – Ritzy Animation**
Modelled, textured, and look developed all sets/environments and hundreds of prop assets for season 3 of Sky's animated TV series *Obki*
Textured and look developed the 2 main characters for an animated advertisement

07/2021 – 02/2023 — **Environment Modeller – DNEG Feature Animation**
Responsible for modelling hero environments and assets both hard surface and organic for the films: *Nimona*, *Garfield* and *Under the Boardwalk*
Procedurally generated environments/ assets using Houdini
Responsible for modelling, set dressing, layout and developing the visual style for multiple pitch projects
Key artist responsible for the creation of environments and assets in Unreal Engine for client demo projects
Helped creating guides/ workflow documentation for the modelling department

06/2021 – 07/2021 — **Texture Artist**
Textured the main character Vic for the concept trailer of the indie animated series *Desert Frankenstein*

07/2020 – 06/2021 — **Environment Modeller & Texture Artist – Ritzy Animation**
Modelled, textured, and look developed all environments and prop assets for *Obki*, a Sky original animated TV series
Textured and look developed the two main characters
Environment and prop modelling, UV mapping, texturing and look development for an award-winning series of animated advertisements

01/2020 – 06/2020 — **Modeller & Texture Artist – Jellyfish Pictures**
Asset modelling, re-topologizing and UV mapping for DreamWorks' *Spirit Untamed* and *The Boss Baby 2: Family Business*
Modelling, set dressing, texturing and look development for an animated TV series

07/2019 – 12/2019 — **3D Generalist - Studio AKA**
Responsible for environment and asset modelling, texturing and look development for Apple's original animated short film *Here We Are: Notes for Living on Planet Earth*

Software

Maya (Mash, Xgen, Arnold, Redshift), Zbrush, SpeedTree, Mari, Substance Painter, Photoshop, Katana, Houdini, Unreal Engine 5, NukeX

Education

2016 – 2019   **First Class (BA Hons) 3D Computer Animation and Modelling**
University of Hertfordshire

Hobbies

Archery
Sewing/ Fibre Arts
Roller Skating