

## DEANNA DAVIES

Matte Painter - Environment Artist  
(206) 304-1268  
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www.deannadavies.com

## SOFTWARES

Proficient in: Maya, Photoshop, Substance, UV Layout, After Effects, Nuke, Shotgun

## PROFESSIONAL EXPERIENCE

**The Mill**, Los Angeles, CA Oct 2022 - June 2023  
**Matte Painter**

**Pixomondo**, Los Angeles, CA May 2015 - Oct 2022  
**Matte Painter/Environment Artist**

## Film

The Pale Blue Eye  
Dayshift  
Greenland

## Television

Love & Death  
Winning Time: The Rise of the Lakers Dynasty  
Station Eleven  
Westworld  
The Orville

## Large Format

*Wanda Movie Park*  
*Alien Terrorforma and Alien VS Predator*  
*Jurassic World Live Tour*  
*Aerosmith | DEUCES ARE WILD - Vegas Show*

Working part of the large format themed entertainment team, I have helped with concepts, matte paintings, modeling and texturing.

**Pimenta Rosa Productions**, Los Angeles, CA Oct 2013 - Jan 2016  
**Digital Artist**

Responsible for visual effects and/or compositing of short films like:  
Catching Fireflies, directed by Lee Whittaker. <http://www.catchingfirefliesmovie.com/>  
Citizen Twain, Play by Val Kilmer. <http://www.valkilmer.com/citizen-twain>

**Shipping + Handling**, Venice, CA Feb 2014 - March 2014  
**3D Artist**

Responsible for visual effects and compositing of music video:  
Music video for Liars' "Mess On A Mission", directed by Luis Cerveró. <http://youtu.be/jbrNt-dMDsY>

**Gevorg Karensky**, Los Angeles, CA

**Freelance.** Responsible for compositing of video trailer:  
"GTA: Rise" directed by Gevorg Karensky. <http://madebyjames.com/gta-rise/>

**Schneider Electric**, Seattle, WA Jan 2010 - Aug 2011

**Contract Digital Artist**

Freelance work along with engineers to digitally build and/or photo-manipulate electrical machinery for future architectural projects, to visualize the structures in 3D space.

**Flying Labs Software**, Seattle, WA

July 2009 - Jan 2010

**Environment Intern**

- Modeling and texturing Low-poly environments based off on higher poly environments and concepts to fit into the game.
- Fixing Bugs and testing in Company's Editor, Compile and Organize assets.

**EDUCATION****CGSociety Workshop**

Jan 2013 - March 2013

Photoreal Matte Painting, Instructor: David Luong.

**CG Master Academy**, Los Angeles, CA

July 2012 - Sept 2012

Fundamentals for Creative Environment Design, Instructor: Jason Scheier.

**Gnomon School of Visual Effects**, Los Angeles, CA

Sept 2010 - March 2013

Digital Production for Entertainment Program

Specializations: Matte Painting, 3D Environments

**The Art Institute of Seattle**, Seattle, WA

Sept 2007 - June 2009

*Bachelor's Degree in Media Arts & Animation*

Dean's List, Spring 2007, Winter 2008

Honor Roll, Summer 2007, Fall, 2008

**Highline Community College**, Des Moines, WA

Sept 2004 - July 2007

Major: BioChemistry

General Education and Design Classes

Art Studio. Independent studio time for students to work on personal projects