

REBECCA FIKIR | 3D ARTIST

🔗 [Portfolio](#) | [Rebeccafikir.com](#)

✉️ FikirRebecca@gmail.com

🔗 [LinkedIn](#)

OBJECTIVE

Recent graduate with a Bachelor of Science in Visualization from Texas A&M University, seeking to leverage my skills in 3D modeling, animation, and texturing to contribute to innovative projects in a creative environment. Dedicated to producing high-quality work and continually improving technical skills.

SKILLS

- **3D Software:** Autodesk Maya, Substance Painter, Renderman
- **Adobe Suite:** Photoshop, Premiere Pro
- **Technical Skills:** 3D Modeling, Texturing, Animation, Rendering
- **Soft Skills:** Communication, Team Collaboration, Time Management, Problem Solving

EDUCATION

- **Bachelor of Science in Visualization** | Texas A&M University, College Station, TX | Graduated: May 2024 | Honors: Cum Laude
- **Study Abroad** | University of the Arts London, London, United Kingdom | Sept – Dec 2023

PROJECTS

Captain's Quarters | 3D Environment | 2024

Role: Sole Creator

- Modeled a detailed 3D environment representing a captain's quarters using Autodesk Maya
- Conducted all necessary research to ensure historical accuracy
- Integrated the environment into Unreal Engine

The Big Swing | Short Animated Film | 2023

Role: Lead in Modeling and Surfacing

- Created detailed 3D models and textures using Maya and Substance Painter
- Collaborated with a team to develop the storyline, design assets, and produce the final film
- Managed project timelines to ensure timely completion
- Worked with a team of 8 to produce a high-quality 3D animated short

Record Breaker | Short Animated Film | 2022

Role: Lead in Surfacing, 3D modeling

- Created detailed 3D models and textures using Maya and Substance Painter
- Collaborated with a team to develop the storyline, design assets, and produce the final film
- Worked with a team of 7 to produce a high-quality 3D animated short

The Grind | Short Animated Film | 2021

Role: 3D modeling, Surfacing, Animation

- Created detailed 3D models and textures using Maya and Substance Painter
- Collaborated with a team to develop the storyline, design assets, and produce the final film
- Worked with a team of 7 to produce a high-quality 3D animated short

ADDITIONAL WORK EXPERIENCE

Target | Sales Floor Associate

May 2018 – January 2025

Outline:

Responsible for maintaining an organized and visually appealing sales floor. Duties include assisting customers, ensuring merchandise is stocked and attractively displayed, keeping the area clean, and handling inquiries. Provide outstanding service to help meet sales targets and support Target's mission of delivering an exceptional retail experience.

Key Responsibilities:

- Assisting customers with their shopping needs and providing product recommendations.
- Ensuring merchandise is accurately stocked and attractively displayed.
- Keeping the sales floor clean and organized.
- Handling customer inquiries and facilitating a positive shopping experience.