SELANIA KING

Look Development & Texture Artist

Look Development & Texture Artist with 8+ years of training and 4+ years of production experience in animation and VFX pipelines, specializing in PBR texturing, UDIM workflows, photoreal/stylized surfacing, and advanced lighting/look dev integration in Maya and Arnold. Known for strong cross department collaboration, fast iteration from feedback, and maintaining visual/material consistency across assets. Also brings 9+ years of administrative, customer-facing, and documentation driven experience supporting high volume environments, precise recordkeeping, and cross functional workflow coordination.

Education:

Master of Fine Arts (MFA), Animation & Visual Effects — Academy of Art University (2024)

Bachelor of Applied Science (BAS), Animation & Visual Effects — SAE Expression College (2017)

Top Skills: PBR Texturing · UDIM Workflows · Maya · Substance Painter · Cross-Functional Collaboration · Project Coordination · Customer Service · Documentation Accuracy

Experience

LEASING PROFESSIONAL | *LEVARE PROPERTY – GREYSTAR* | SAN JOSE, CA

May 2025 – Present

- **Front-Office Operations & Client Support:** Serve as the main on-site contact for residents and prospects, providing high-volume service and issue resolution.
- **Administrative & Documentation Management:** Process leasing documents, payments, correspondence, and compliance paperwork accurately.
- **Recordkeeping & Systems Coordination:** Maintain up-to-date resident and prospect records within property management systems.
- **Scheduling & Tour Management:** Conduct tours, manage appointments, and support a smooth leasing process from inquiry to application.
- **Cross-Functional Communication:** Coordinate with management and maintenance teams to resolve resident needs efficiently. **Customer Experience & Survey Excellence:** Consistently achieve high satisfaction scores for communication and tour quality.
- **Operational Support & Workflow Ownership:** Oversee daily office operations, manage urgent requests, and maintain an organized workspace.

LEAD LOOK DEVELOPMENT & TEXTURE ARTIST | "*WALK*" | PIZZA PARTY PRODUCTIONS | REMOTE

August 2024 – Present

- **Look Dev & PBR Texturing:** Create production-ready PBR textures and materials for both organic and hard-surface assets using Substance Painter, ensuring visual consistency across diverse lighting scenarios.
- **Material Definition & Surface Quality:** Develop detailed roughness, specular, and normal maps to support realistic shading, rendering accuracy, and seamless shot integration.
- **Creative Iteration & Feedback:** Iterate on texture work based on director and production feedback, maintaining quality standards while delivering on tight deadlines.
- **Cross-Department Collaboration:** Partner with modeling artists to ensure clean UV layouts, optimized texel density, and LookDev-friendly topology for efficient downstream workflows.
- **Grooming:** Created hair grooms using XGen and Houdini for characters requiring stylized or realistic hair systems

3D GENERALIST| "*PIRATES OF THE ONEIRIC* "| THESIS PROJECT | AAU | REMOTE

January 2023 – April 2024

- **Look Dev & Texturing:** Created UDIM-based PBR textures in Substance Painter and integrated them with Arnold shaders in Maya for characters, props, clothing, and environmental assets.
- **Hair Grooming & Character Detail:** Modeled hair braids and created curly hair/dreaded braid systems using XGen and XGen Interactive, matching silhouette and form to concept art.
- **Modeling & Asset Development:** Served as the **sole modeler** on the project, creating all props, clothing, and environmental assets end-to-end; rebuilt and refined character meshes for better topology, silhouette, and deformation control. crafted and UV-unwrapped clothing in Marvelous Designer and Maya using a UDIM workflow.
- **Surface Modeling Exploration:** Gained hands-on familiarity with Autodesk Alias and NURBS surface modeling to strengthen understanding of form accuracy, curvature control, and production-level surface quality.
- **FX & Simulation:** Created water simulations in Maya and Houdini, adjusting timing, silhouette, and interaction for environment integration.
- **Lighting & Rendering:** Built and refined lighting setups in Maya; set up multi-layer renders for foreground/background compositing and evaluated material reads through test composites.
- **Compositing & Final Output:** Assisted with Nuke compositing to validate lighting and final visuals; exported sequences using Media Encoder for polished final presentations.

LEAD LOOK DEVELOPMENT ARTIST (SURFACING, TEXTURING & LIGHTING) | "*CHAIN*" | STUDIOX | SAN FRANSICO

January 2023 – February 2024

- **Look Dev & Texturing:** Created and refined hero and supporting asset textures; authored shader-ready materials and optimized Arnold look-dev for consistent, production-quality rendering.

- **Grooming:** Groomed the hero character hair/fur using XGen (and XGen Interactive where applicable), aligning silhouettes, guides, and clumping with concept art and director feedback.
- **Lighting (Maya & Unreal):** Built and iterated lighting setups in Maya and Unreal Engine, matching reference and narrative intent; tuned key/fill/rim balance, exposure, and color to maintain shot continuity.
- **Compositing & Deliverables:** Composited passes/EXRs to validate lighting and material reads, performed match-to-light adjustments, and ensured clean hand-offs for final delivery.
- **Cross-Department Collaboration**: Met regularly with modeling, rigging, lighting, and compositing teams and the director to review shots, align on artistic goals, and resolve cross-pipeline dependencies.
- **ShotGrid & Reviews:** Tracked tasks, versions, and notes in ShotGrid; participated in dailies and implemented director/supervisor feedback quickly and accurately.
- **Team Support & Direction:** Provided guidance to teammates on look targets, shot-to-shot material consistency, and lighting intent; contributed to the overall visual direction of the project.
- **Technical Problem-Solving:** Diagnosed and fixed shader issues, render problems, and lighting anomalies (AOVs, sampling, exposure, color management), improving stability and render predictability.

LIGHTING ARTIST | *OUTWARD, INC.* | SAN JOSE, CA
September 2017 – May 2018
- **Lighting & Rendering:** Developed and refined lighting setups across product visualization projects, ensuring consistent visual quality and alignment with art direction.
- **Shader & Material Integration:** Adjusted shaders, applied and validated corresponding texture maps, and ensured assets rendered correctly within the studio's pipeline.
- **Final Rendering & Troubleshooting:** Executed final renders and resolved lighting, shader, and render-pass issues; acted as the last step in the pipeline prior to QC review, ensuring clean, production-ready outputs.
- **Cross-Functional Collaboration:** Worked closely with artists, technical partners, and production coordinators to address technical challenges, communicate progress, and maintain smooth workflows.
- **Pipeline Compliance & Delivery:** Followed established production workflows and naming conventions while consistently meeting deadlines and delivering reliable, high-quality results.

SHADING & LIGHTING ARTIST | *CLOSED CIRCUIT* | EMERYVILLE, CA
September 2016 – August 2017
- **Lighting Development:** Built and adjusted lighting setups to support story, mood, and shot continuity, ensuring cohesive visual tone across sequences.
- **Texture & Material Work**: Created and refined textures using Mudbox, Substance Painter, and Photoshop, maintaining consistent material quality and surface readability.
- **Cross-Team Collaboration:** Worked closely with artists across departments to align assets and shots with the project's visual direction and final look targets.
- **Review & Iteration:** Participated in daily reviews; incorporated director and supervisor notes quickly and accurately to meet production deadlines.

ADDITIONAL EXPERIENCE

Licensed Insurance Professional 1—*USAA* (2024–2025)
Licensed Insurance Professional supporting policy servicing, member inquiries, compliance documentation, and coverage recommendations in a high-volume regulated environment.

Certification Verification Specialist — Equifax (2021–2023)
Reviewed public records, verified documentation, and ensured accurate data entry for compliance workflows.

Administrative Assistant & Shop Technician— Academy of Art University (2019–2023)
Administrative Assistant and Shop Technician supporting fabrication operations, prototype production, and color/surface finishing while maintaining equipment, safety standards, and shop workflow organization. Departmental administrative support also provided including communications, records management, scheduling coordination, and student/faculty operational assistance.

Video Editor & Camera Operator — Vallejo Community Access TV (2013–Present)
Filmed and edited video content, organized footage, delivered final media assets, and edited photos using Adobe Creative Suite.

Administrative Intern, City Manager's Office — City of Vallejo (2019)
Created digital content for public communications, organized documents, supported clerical tasks, and assisted with event and office operations.

Instructor / Substitute Teacher — Swing Education (2018–2020)
Classroom facilitation, instruction, student support, and adaptable communication across grade levels.

Coding for Kids Instructor — Swing Education (2018–2019)
Taught beginner coding concepts through animation-based, project-focused learning.

PROJECTS

Lead Look Development Artist / Texture Artist & Lighting Artist — Pirates of the Oneiric (Thesis Film) | 2023–2024
Lead Look Development Artist / Texture — Chain (Award-Winning Animated Short) | 2023–2024
Lighting Artist — Chain (Award-Winning Animated Short) | 2023–2024
Shading Artist — Closed Circuit (Award-Winning Short) | 2019

SKILLS

Core Competencies:

Cross-Functional Collaboration · Project Coordination · Milestone Tracking · Deliverable Management · Creative Asset Review Support · Pipeline Coordination · Problem-Solving & First-Call Resolution · Professional Written & Verbal Communication · High-Volume Customer Service · Conflict Resolution & De-Escalation · Time Management & Prioritization · Documentation Accuracy & Compliance · Workflow Organization & Process Support

Administrative & Operational Skills:

Calendar Management · Inbox / Email Management · Scheduling & Meeting Coordination · Application & Documentation Processing · Escalated Issue Resolution & Follow-Through · Front-Office Operations · CRM & Resident Lifecycle Support · Data Entry & Record Maintenance · Cross-Functional Coordination (Residents, Management, Maintenance) · Billing & Payment Inquiry Support · Confidential Information Handling · Office & Workflow Support

3D / Creative Pipeline Skills:

PBR Texturing · UDIM Workflows · Material Definition & Shader Setup · Photoreal & Stylized Surfacing · Shader Integration Support · Grooming (XGen, Houdini) Hard-Surface Modeling · High-Poly / Low-Poly Modeling · Asset Readiness & Optimization · Asset Integration for Production · ShotGrid Tracking & Task Management · Advanced Look Development · Advanced Lighting (Maya, Unreal) · Compositing (Nuke) Basic Scripting (Python, MEL) Video Editing & Media Prep

Fabrication, Color & Surface Skills:

Model Prep & Prototype Finishing Support · Color Matching & Calibration · Hue / Value / Saturation Adjustment · Sanding, Priming & Surface Preparation · Industrial-Grade Paint & Finish Application · Material Understanding (Wood, Acrylic, 3D Prints, Coatings) · Basic Fabrication Tools & Shop Safety · File Prep for Laser Cutting · Visual Asset Prep & Version Control · File Organization & Delivery Pipelines · Creative Operations & Workflow Support

Software & Tools:

Adobe Creative Suite · Substance Painter · Mari · ZBrush · Maya · Arnold · Marvelous Designer · Blender · Houdini · XGen / XGen Interactive · Nuke · ShotGrid · Unreal Engine · Final Cut Pro X · Microsoft Office (Word, Excel, Outlook) · CRM & Property Management Platforms · macOS & Windows · Digital File Management Systems

Affiliation

Graduate Student Representative (2023–2024)

Achievements

AAU Spring Show — Texture & Look Development Character (2024) Official Selection — Vidling's & Tapeheads Film Festival (2019) Official Selection — Arizona International Film Festival (2019) Official Selection — Florida Animation Festival (2019)
Official Selection — Independent Star Filmfest (2019) Official Selection — Sick Chick Flicks (2019)