

WORK EXPERIENCE/INVOLVEMENT

LikeLabs, Inc.

Jan 2025 - Present

CGI Generalist

Santa Monica, CA

Assets and characters

Iconography

Leadership

- Second team member to join a rapidly growing CG team. Helped define the pipeline, workflows, and iterative process to achieve the best quality and speed.
- Responsible for in-house assets and character creation, spanning from concept and modeling to final texturing.
- Collaborated with a Senior rigger to deliver high-quality characters that are compatible with procedural rigs.
- Responsible for creating a consistent visual library for the app's UI and iconography, utilizing a stylized 3D design.
- Mentoring two artists to help them achieve the look and feel of 3D static and animated icons.
- Collaborated with product and motion designers to integrate visual elements in Rive.

EVOL Motions

Oct 2024 - Jan 2025

Visual and 3D Development Artist

Los Angeles, CA

Texturing

Modeling

- Helped develop a pitch deck in collaboration with the Evil Cupid team for an animated show produced by Yula Loven.
- Contributed to the visual style for the show through the use of 3D modeling and texturing tools.
- Working alongside a Production Coordinator who worked on Nimona, gained a deeper understanding of how productions are structured and run.

Unannounced Game

Oct 2024 - Present

Environment Artist

Asset creation and environment art

- Environment art for an ongoing, unannounced sidescroller fighting game being created by a group of Gnomon graduates.
- Fully responsible for creating the levels' art with optimized modular and procedural assets, with the use of advanced blending and layering workflows.

Old Navy

2020

Retail Consultant

- Interfacing with customers and assisting to the best of my capabilities.
- Scanning my surroundings for people who might need help or for products that need attention.

CONTACT

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AWARDS

The Rookies 2024

- Excellence Award
- Draft Selection
- A-rank for game development
- A-rank for architectural visualization

Gnomon School of Visual Effects

- Best of Term | Winter 2024 - Environment | Stylized
- Best of Term | Winter 2023 - Environment | Stylized

SKILLS

3D tools: Maya, Zbrush, Blender, Speed Tree, Gaea, Houdini, Marvelous Designer | **Texturing/Baking:** Substance Designer, Substance Painter, Marmoset | **Env Art/Look Development:** Unreal Engine, Vray, Arnold | **2D:** Photoshop, Clip Studio Paint, Procreate, After Effects | **Management/Collaboration:** Figma, Notion | **Modeling | Retopology | UVs | Texturing | 3D Set Dressing | Lighting/Post Process | Level Design | Level Optimization |**

EDUCATION

Gnomon School of Visual Effects

Bachelor of Fine Arts, Digital Production

2021 - 2024

Hollywood, CA

Game Art program

Los Angeles Valley College

General education

Traditional art courses

2017 - 2020

Van Nuys, CA

National University of Architecture and Construction of Armenia (NUACA)

Architectural Technician Associate Degree

2013 - 2017

Yerevan, Armenia

SUMMARY

A crafty, versatile dreamer ready to make imaginative game worlds alive through painterly environments. Eager to build upon architectural knowledge, skill, and love for painting and other handicrafts, to support structure and creativity in digital workflows.