

Aneesha Green

Henderson, NV, 89015
1-203-428-7222
greenaneesha@gmail.com
www.aneeshagreen.com

Summary: I am a dedicated 3D modeler and animator with a passion for bringing ideas to life through immersive visuals and dynamic animations. With experience in creating detailed models and fluid animations, I focus on creating assets for games, films, and interactive media. My skills span from character design to environmental design, ensuring polished and impactful models that create good assets for storytelling.

Education

- **College of Southern Nevada - Nevada, USA** Associative of Arts - 2019-2024

Experience

- **FREELANCER**, 2021 - Present
- **Hello Kitty Statue** (2024)
Client commission; sculpted and modeled a stylized, print-ready figure faithful to the original character design.
- **Lily of the Valley Statue** (2024)
Client commission; Organic floral sculpture created for a client. Focused on clean curves, balanced silhouette, and gentle materials for a soft, decorative look.
- **Assassin's Creed Fan Statue** (2024)
Hard-surface gift project. Designed for 3D printing with clean geometry and stylized detail inspired by the franchise's logo aesthetics.
- **Hedwig Statue** (2023)
Client commission; stylized owl sculpture with fine feather forms and natural posture. Rendered for display and collectible presentation.
- **Functional Dresser** (2023)
Furniture asset created for a short film project. Features rigged, functional drawers and realistic wood texturing.
- **Money Bag Keychain** (2023)
Gift project; modeled and textured a gold-themed prop with soft stylization and engraved surface detail, optimized for 3D printing.
- **Car Keychain** (2023)
Client commission; modeled a flat, hard-surface keychain design based on a provided 2D image. Maintained clean mesh and sharp edges for precision printing.

Skills

Software & Tools

- **Blender** – 5+ years
- **Marvelous Designer** – 5+ years
- **Adobe Substance 3D Painter** – 5+ years
- **Photoshop** – 5+ years
- **Maya** – Less than 1 year
- **Unreal Engine** – 1 year

Artistic & Technical Skills

- **Sculpting** – 5+ years
- **Drawing** – 5+ years
- **Concept Design** – 1 year
- **Environment Modeling** – 1 year

Languages

- **English:** Fluent
- **Turkish:** A1