

# Joyce Weaver

3D Character & Prop Artist

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## SKILLS

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- Autodesk Maya
- ZBrush
- Adobe Substance Painter
- Marmoset Toolbag
- 3D Modeling
- Texturing
- Digital Drawing
- Adobe Photoshop

## EXPERIENCE

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### Young Art Lessons

Santa Clara, CA

Art Instructor

Dec. 2025 - Current

- Teach different styles of art in the After School Program to up to 20 students
- Teach students different modalities of art in-studio and at birthday parties

## VOLUNTEER WORK

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### Volunteer:

- California Pacific Medical Center (CPMC) San Francisco, CA  
Baby Cuddler July 2018 – Current
  - Sparked interest in founding the baby cuddler program
  - Helped train people on administrative work
  - Hold babies anywhere between 30 minutes to a few hours

### Guest Speaker:

- American Association of Women University (AAUW) My Journey to Finding Happiness in January and February 2024
  - Guest speaker for Career Grant Scholarship talking about how I chose Art as my career.
  - [AAUW 2023 Fund Fellows and Grant Recipients - AAUW California](#)
- AAUW Tech Trek in July 2024
  - Spoke to nine groups of ten girls about my experience becoming a 3D Character Artist.

## EDUCATION

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### Academy of Art University

San Francisco, CA

Master of Arts in Game Development with a focus on Character Modelling

Feb. 2023 - May 2025

### Certificate of Completion:

- Game Artist Program at Vertex School in 2021
- Blender Character Creator V2.0 for Video Games Design Course on Udemy in 2020
- The Complete Digital Game Artist Trainer Program on Udemy in 2020

### Notre Dame de Namur University

Belmont, CA

Bachelor of Arts in Art and Interdisciplinary Dance/Theatre

Aug. 2012 – May 2015