

MONY CAZAMEA

PROFESSIONAL EXPERIENCE

Senior Digital Sculptor · Traditional & Digital Sculpture

France | mony.cazamea@gmail.com

Portfolio: monycazamea.com

PROFESSIONAL SUMMARY

Freelance sculptor since 2015, specialising in characters, creatures and collectibles. Professional work includes digital sculpture for collectible figures and busts, film-related armour components, miniatures, articulated dolls, toys and other assets intended for physical production. Combines a traditional sculpture background with digital modelling and preparation for 3D printing.

CURRENT PRACTICE

2015–Present | Freelance Traditional & Digital Sculptor | France

Currently working as a Senior Digital Sculptor. Collaborations listed on the following pages are freelance commissions, not salaried employment. Dates identify documented project periods or invoiced years, rather than continuous contracts.

TECHNICAL EXPERIENCE

- Character, creature and animal sculpture, including portraits, bodies, surface detail, clothing, accessories and armour components.
- Digital sculpting for collectible figures, life-size busts, scale maquettes, small miniatures and toys.
- Preparation of digital parts for 3D printing: part separation, assembly keys, scale variants, articulated components and decimated STL/OBJ delivery where required.
- Refinement and revision of existing digital assets, with delivery of production files.
- Traditional sculpture, including a professionally commissioned Super Sculpey figure.
- Traditional molding, casting and body-shopping using various materials.

SOFTWARE & OFFICE SKILLS

- ZBrush: professional digital sculpting and preparation of assets for 3D printing; delivery of properly organized ZPR, ZTL, OBJ and STL files.
- Google Workspace: daily use. Microsoft Office: previous experience and familiarity with basic operations.
- Additional software experience: Maya and Marvelous Designer. Training also includes KeyShot rendering and Photoshop character rendering.
- Remote collaboration: written technical updates, reference images and annotated feedback, file delivery and video calls with international teams.

LANGUAGES

- French and English: fluent, spoken and written.

CLIENT COLLABORATIONS

Onyx Forge / James Jean Studio collaboration

2026 | Pan's Labyrinth sculpture based on James Jean's artwork

Digital sculpture development in direct dialogue with James Jean and Steve Wang, translating illustrated references and drawovers into a detailed three-dimensional composition.

Onyx Forge Inc. · Steve Wang

Documented projects: 2019 and 2021–2026 | USA

Digital sculpting commissions covering collectible pieces, film-related armour, portraits, creatures and animal heads.

Miyo Nakamura

Documented projects: 2019–2020, 2023–2024 and 2026 | USA

Digital sculpture and preparation of articulated figures and character components.

Ironhead Studio, Inc.

May–June 2025 | USA

Refinement of supplied digital concepts and scans for wearable creature components, working from direction and drawovers supplied by Jose Fernandez's team.

La Moutarde

2025 | France

Creation of digital assets for Fishing RPG across several commissions during 2025.

Deity Creative

Documented projects: 2020 and 2024 | USA

Digital character work for stage costumes, delivery of files intended for physical production.

TITAM

Documented invoices: March–April 2022 | France

Adaptation of supplied illustrations into printable miniatures, with freedom to adjust poses and forms to three-dimensional constraints; decimated STL delivery.

Creations by Hailey LLC

Documented invoices: November 2021–March 2022 | USA

Creation and revision of digital figures, props and jewellery-related pieces. Delivery of OBJs, 3D printed ready.

CLIENT COLLABORATIONS

Symbolic Arts LLC

Documented invoices: February–April 2020 | USA

Digital sculpture of large size statues and accessories. Delivery of ZTLs for refinement and production

Tianna Atwood

2019 | USA

Bean Fairy: digital prototype in 1.5-inch and 2-inch versions, with a bean divided into two joinable parts for 3D printing.

Treasure United Limited

Documented projects: 2018–2019 | Hong Kong

Life-size digital heads prepared for 3D printing.

Biomorphs Inc.

Documented projects: 2016–2019 | USA

Digital figures and accessories delivered for 3D printing.

Alliance Studio Inc.

2018 commission | USA

Da Qiao, Honor of Kings: digital sculpture guided by game/reference material, with preparation for 3D printing at two scales.

Marsano Studio

2018 | USA

Batgirl: part separation and creation of assembly keys for the resulting figure components.

PAPO

Documented projects: 2016–2017 | France

Traditional and digital figurine commissions for the children toy market

ALLIANCE STUDIO · STEVE WANG | INTERNSHIP

March–April 2014 · Los Angeles, USA. Traditional sculpture and special effects fabrication internship.

COMMERCIAL COLLABORATION

Regular delivery of progress files and images for review; iteration from written notes, sketches and paintovers; preparation of editable files for other artists and production teams.
