

MONY CAZAMEA

Senior Digital Sculptor

Traditional & Digital Sculpture

La Tour du Crieu, France

mony.cazamea@gmail.com



PROFESSIONAL PROFILE

Freelance sculptor specialising in characters, creatures and collectibles. Background in traditional and digital sculpture, developed through extensive independent practice, professional training and individual mentorships. Currently based in France.

EMPLOYMENT HISTORY

2015–PRESENT

Freelance Digital Sculptor

Self-employed · France

Character, creature and collectible sculpture. Currently working at senior level in digital sculpture.

MARCH–APRIL 2014

Sculpture & Special Effects Fabrication Intern

Alliance Studio · Steve Wang · Los Angeles, USA

Internship in traditional sculpture and special effects fabrication.

EDUCATION & PROFESSIONAL DEVELOPMENT

ONGOING

Independent Study - Traditional & Digital Sculpture

Self-directed learning

Extensive self-directed training through purchased online courses and tutorials, sustained personal practice, research and experimentation, complemented by structured workshops and mentorships.

SEPTEMBER–OCTOBER 2025

Sculpture & Character/Creature Design Mentorship

Simon Lee "Spiderzero" · Online

Individual mentorship with practical assignments and personalised feedback.

NOVEMBER 2020–JANUARY 2021

Character Creation for Collectibles Mentorship

XMD Academy · Spicer McLeroy · Online

Collectible creation in ZBrush and rendering in KeyShot, with individual guidance.

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Education & professional development · Continued

JULY–OCTOBER 2017

Game Character Creation Mentorship

Glauco Longhi · Online

Mentorship centred on the personal character project “Gina”.

JANUARY–APRIL 2016

3D Printing for ZBrush Artists

Mold3D Academy · Aiman Akhtar · Online

Preparation for 3D printing, including part separation and assembly keys. Produced a 3D-printed final project.

SEPTEMBER 2013

Character Rendering in Photoshop

Stan Winston School of Character Arts · Dan LuVisi · Online

Live group course in character illustration and rendering, with individual coursework and instructor interaction.

MAY–JUNE 2013

Sculpture Techniques: Textures & Forms

Stan Winston School of Character Arts · Don Lanning · Online

Traditional sculpture training in volume, form and texture, with assignments submitted for critique.

2009–2012

Advanced Make Up Course

Dick Smith · Distance learning

Special effects makeup, prosthetics, mould-making, casting and painting.

2007–2008

Beauty Make-Up Training

ITM Paris · Paris, France

2006–2007

Preparatory Art Programme

Atelier Albers · Paris, France