
Objective: To obtain a position as a Modeling and/ or Texturing Artist.

Highlights of Qualifications

- Experienced Maya User
- Experienced XSI User
- Efficient Photoshop User
- Proficient Zbrush User
- Well versed in technical terminology
- Highly motivated individual

Motivated

Good Communicator

Team Player

Industrious

Reliable

Relevant Skill Sets

3D Application Skills

- High Poly and Low Poly Modeling
- Digital Sculpting
- Hand Painted and Photo Based Texturing
- Poly Painting in Zbrush
- Generating High Res normal maps out of Zbrush (Zmapper) and X-Normal
- Experienced Shave and Haircut user
- (Basic)Character and Mechanical Rigging
- Rendering in Mental Ray, Maya Software, Maya Hardware

Additional Skills and Abilities

- Eye for lighting, color, and shading.
- Knowledgeable with Final Gathering (Maya)
- Excellent time-management, and organization
- Bilingual (Spanish)
- Quick learner
- Knowledgeable in (Basic) rigid body dynamics, and particle simulation (Maya)

Software Proficiencies

- Autodesk Maya 7+
- Softimage XSI 6+
- Zbrush 2.0, 3.1
- Adobe Photoshop, After Effects, Premiere
- UV Layout
- X-Normal

Educational History

June 2007-
June 2008

Diploma in 3D Animation and Visual Effects
Program focus in Modeling, Texturing
and Lighting.

Vancouver Film School
Vancouver, British Columbia

June 2007

High School Graduation with Honors
Certificate in A+ Computer Repair Course
Certificate in Advanced Computer Aided Drafting (ArchiCAD)

Paradise High School
Paradise, California

References

Available upon request