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Objective

My objective is to create beautiful renders through modeling, sculpting, texturing, look Dev, lighting and anything that helps to support the overall story. As well as to meet the objectives and deadlines of the projects by using any software at my disposal to achieve my goals. My final objective is to be part of an ambitious team of high performers, and to continue to grow as an artist and a leader.

Experience

- LightStorm Entertainment (JULY 2016 – Aug 2017)
- Mirada Studios (May 2016 – Jun 2016)
- Naughty Dog - Junior lighter contracted thru Yoh.com (Nov 5, 2015 – March 18, 2016)
 - Uncharted 4: A Thief's end
- Imperial Toys – Toy sculptor (June – Sept 2015)
- Swarm Tech - Generalist (March – June 2015)
- Industrial Light and Magic - Junior Artist (Generalist) (Dec – March 2015)
 - World of Warcraft
- Industrial Light and Magic - Apprentice (Nov - Dec 2014)

- The Mill – Internship- Generalist (Dec. 2013 – March. 2014)
 - Call of Duty Ghost: Extinction game cinematic Intro and outro DLC 1 AND 2
 - Toyota Muppets commercial

- Relevant VFX - Freelance - 3D Modeler & Texture Artist (Sept. 2013 – Oct. 2013)
 - Toy commercial for Hess trucks
- Ingenuity Engine - Freelance - 3D Modeler & Texture Artist (Aug. 2013)
- Daniel Clark & Associates - Freelance - Generalist (May. 2013 – May. 2013)
- Halon Entertainment – Internship (Jan. 2013 – Mar. 2013)
- Gnomon Studios - short film UFO over Santa Clarita 2012 (Oct. 2012 – Nov. 2012)
- 3D modeled a toy (2010)
- Freelance: building websites, designing poster, flyers, logos for businesses and churches .
Also have been diagnosing, repairing, and networking computers (2007-2010)
- Packer: ADM Milling Company (2003-2006)
- Building Engineer Apprentice: managed, and maintained a 12 story building
Location: Downtown L.A. (2001- 2003)

Education

- Gnomon School of VFX, Los Angeles, CA – Digital Production Program (2010-2013)
- ITT-Technical Institute, San Dimas, CA - Associate of Science in Information Technology – Multimedia.
I received many honor roll awards and maintained a very respectful 3.5 GPA (2004-2006)

Main Software of Expertise

Substance Painter / ZBrush / Mud Box / MAYA/ Mental Ray, Arnold, V Ray Renders / Headus uvtool / Adobe Photoshop and Gimp/ Adobe After Effects/ Adobe Premiere/ Adobe Illustrator / Adobe Illustrator /Nuke/Road Kill/ 3D Studio Max/ Mel/Python/
Secondary Software
Adobe Illustrator/Adobe Premier/Adobe Dream Weaver