

EDUCATION:

The Art Institute of Dallas- September 2016

Bachelor of Fine Arts – Media Arts and Animation

SKILL SETS:

- Proficient in 3D Software – 3ds Max, Substance Designer/Painter, Z-Brush, Unreal Engine 4, Marmoset
- Proficient in Adobe CC Suite
- Skilled in Renders/Engines - V-Ray, Corona, Marmoset, Unreal for lighting, texture setup and rendering
- Efficient modeler with experience in various modeling workflows, working from high to low poly
- Able to create original compositions and designs
- Traditional skills: Drawing, Concept Design, Color Theory
- Able to communicate ideas well verbally, visually, and through writing
- Aptitude to work well individually and in a team environment.
- Bilingual – English and Spanish

EXPERIENCE:

Diesel Displays - Dallas, Texas

3D Modeler- August 2021 - Present

- Interpreted sketches and concepts to create 3D renders
- Collaborated on interior designs for rendering purposes
- Used 3Ds Max/V-ray to create 3D models for renders
- Set up renders for presentation purposes to real world scale

Cupix - Dallas, Texas

Digital Modeler- February 2021 - August 2021

- Created Virtual 360 Tours based on client data
- Arranged and organized panoramic images based real world coordinates
- Provided QA feedback to improve quality and consistency
- Suggested tools to IT for virtual tours

Strand A+E - Dallas, Texas

3D Visualizer - November 2018 - May 2020

- Created material library in Substance Designer
- Setup master template system in 3Ds Max for production
 - Included lighting system, rendering setup, and material library
- Improved rendering times, quality and consistency
- Created interactive virtual tours using KR-Pano, 3ds Max, and Photoshop
- Produced architectural renderings based on client specifications

Entos Design - Dallas, Texas

3D Rendering Specialist - Nov 2017 – July 2018

- Produced 3D Renders in 3ds Max based on architectural floor plans, photos and surveys
- Created material library for V-ray render for production
- Assembled renders in a narrative fashion for marketing purposes
- Created custom graphics in Photoshop and Illustrator for various projects including;
 - way-finding, environmental graphics, and logo creation

RMG Networks – Addison, Texas

Visual Designer - November 2016 – July 2017

- Learned & utilized the proprietary software from RMG to create video assets.
- Designed custom digital graphics in Photoshop & Illustrator based on client specifications
- Storyboarded and created video animations in After Effects
- Produced functional templates for clients to use