

Javier Diaz

Artist

Javier Diaz
Vancouver, BC

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Skills

Strong drawing and painting skills, with a studied eye for composition and colour. Advanced communication skills and easily directed. Ability to work effectively within a team, as well as independently. Extremely proficient in; Maya, ZBrush, Mudbox, Arnold, Photoshop, Substance Painter, 3D Coat, Mari.

Experience

ICON Creative Studio/ Senior Modeler and Texture Artist FEBRUARY 2017- PRESENT, VANCOUVER

Unannounced Project #2 - Scifi (Netflix)

- Modeled various characters and props.
- Textured creatures, props and vehicles to match the style of show.

Super Monsters - Netflix

- Modeled various characters and props.
- Textured characters, creatures and props.

Unannounced Project #1 - Hybrid

- Built and textured realistic props and vehicle assets.

DHX Media/ Senior Modeler and Texture Artist DECEMBER 2015- JANUARY 2017, VANCOUVER

My Little Pony: The Movie

- Managing and helping artists become familiar with the project and the desired look and style.
- Modeled and textured various sets, used both in previz and for final render.
- Helped establish pipeline needs for 3D.
- Translated 2D designs into 3D, while maintaining a strong 2D aesthetic.
- Created hand painted textures for props, sets and characters.

Atomic Cartoons/ 3D Artist

FEBRUARY 2014- NOVEMBER 2015, VANCOUVER

Little Charmers

- Modeled various sets and props used by characters
- Created hand painted textures for props, sets and characters
- Created and setup matte paintings

Unannounced Project #2

- Created environment designs

Unannounced Project #1

- Created character and environment designs

Five Alarm Funk Music Video

- Created stylized matte paintings

Marvel Christmas Special

- Helped with character designs

Pirate Express

- Modelled and textured pirate ships in 3D for usage in ToonBoom Harmony
- Created assets for usage in browser game

Big Fish Games/ Game Artist

JULY 2009 - NOVEMBER 2013, VANCOUVER

Unannounced Game #2

Unannounced Game #1

LifeQuest 2: Metropoville

My Tribe for Facebook

Radical Entertainment/ Environment Artist

OCTOBER 2007 - AUGUST 2008, VANCOUVER

Crash: Mind Over Mutant - PS2, Wii, 360

Education

Seneca College/ Graduate Gaming Program

SEPTEMBER 2006 - MAY 2007, TORONTO

1 year Post Graduate Gaming Program

Studio M/ Traditional Animation

SEPTEMBER 2003 - JUNE 2005, TORONTO

2 year Animation Program

Sheridan College/ Art Fundamentals

SEPTEMBER 2001 - JUNE 2002, TORONTO

1 year Art Fundamentals Program

Workshops

Character Design for Animation - Workshop by Stephen Silver

The Craft of Illustration - Online course by Justin Gerard, Illustration

Storytelling & Story Development - Workshop by Matthew Luhn, Pixar

Colour & Design for Storytelling - Workshop by Nathan Fowkes, Dreamworks

Visual Development: Layout for Animation and Staging - Workshop by Dominick Domingo, Illustrator