

# Javier Pena

Portfolio: [javipen.net](http://javipen.net)

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## Programs/Skills

- Autodesk Maya/3D Studio Max
- Pixologic ZBrush
- Adobe Photoshop
- Unity 3D/Unreal Engine 4
- Substance Painter/Designer
- Jira/Plastic SCM
- Hard Surface Real-time 3D Modeling
- Digital Sculpting
- PBR 3D Texture Creation
- Course Management/Student Evaluation
- Object Oriented Scripting
- Task Management/Source Control

## Work Experience

### ***3D Modeler* The DiSTI Corporation**

**Jan 2018 - Mar 2018**

- Create 3D models and animations for military and aerospace realtime 3D training systems using 3D Studio Max and Unity 3D.
- Author adjustable tiling textures in Substance Designer following PBR standards to drastically increase visual fidelity.
- Replicate decals and labels based on technical drawings and photos to be placed on various vehicles and instruments using Adobe Photoshop.
- Use source control and project management software to report task progress and integrate finished assets into the development build of the training system.

### ***Instructor* Orange County Public Schools**

**Oct 2015 - Jan 2018**

- Create curriculum, lesson plans and projects for the game and simulation classes in the Oakridge High School magnet program, focusing on real-time 3D modeling for simulations.
- Reinforce project-based learning and evaluate students' progress in class, reporting said evaluations to administrators and synthesizing action plans for underperforming students.
- Research the latest advancements in game/simulation graphic art development and implement said changes into the class curriculum.

### ***Senior 3D Artist* Burnout Game Ventures LLC**

**Sep 2015 - Apr 2016**

- Author game art bible detailing making and exporting procedures for all the project's art assets.
- Deliver an organized schedule for art asset completion and follow up with the team's artists to ensure maximum efficiency.
- Create key 3D models, 2D textures, and art asset presentation screenshots to be used in company products and for marketing purposes.

## Education

Sanford-Brown College

**Jul 2011 - Nov 2014**

***Game Production – Bachelor's Degree of Fine Arts***