

Luis Carrasco

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Work Experience

Industrial Light and Magic - Concept Artist; SF, CA; 2011- Currently Employed

- Responsible for creating or providing 2D/3D concept art to communicate ideas and develop goals for the design and look of a show(s).
- Partner with Art Directors on visual development across shows.
- Provide conceptual paint-overs and key shots for directorial approval. Art work is then used as a template for CG artists to complete work.
- Work closely with VFX Supervisor and Art Director to help define the look on shots and provide guidance for lighting and compositing.
- Partner with Conceptual Art Lead in providing creative direction and feedback to Generalist team, supervising the creation of artwork, storyboards, and material.
- Help drive shots or sequences forward.
- Actively participate in dailies and transmissions.

WhiteMoon Dreams Inc - Character/Creature Design Concept Artist; LA, CA; 2017

- Responsible for creating or providing concept art to communicate ideas and develop goals for the design and look of a AAA game.

Blur Studios - Character/Creature Design Concept Artist; LA, CA; 2017

- Responsible for creating or providing concept art to communicate ideas and develop goals for the design and look creatures and characters

The Gnomon Workshop - Creature/Character Design Instructor; SF, CA; 2015

- Instruction focuses on Creature Design using Photoshop, Zbrush, and Keyshot.

Academy of Art University - Conceptual Art Instructor; SF, CA; 2015

- Instruction focuses on Creature Design and Digital Sculpting using Zbrush and Photoshop.

Education

Cogswell Polytechnical College, Sunnyvale, CA; BA in Digital Art and Animation 2010

Buhach Colony High School, Atwater, CA; Diploma

Software

- Photoshop - 2D Digital program used to create and edit a variety of images.
- Keyshot - 3D Rendering Program
- Octane - 3D Rendering Program
- Modo - 3D program used to create textured 3D assets.
- Zbrush - 3D program used to create organic 3d assets.
- Daz - 3D program featuring pre-made 3D models that can be posed in different gestural poses.

Referrals

Yanick Dusseault, Industrial Light and Magic, Senior Art Director, (415) 299.2319

Frank Gravatt, Industrial Light and Magic, 3D Modeling Supervisor, (707) 293.0515

Andrew Cawrse, Anatomy Tools, President, (415) 823.6990