

Juan Carlos Nava

3D Modeler

Barcelona, Spain

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Personal Statement

I am a 3D modeler with an extensive background in traditional arts and passionate about hard surfaces. I have also a keen interest in topology deformations and anatomy. I am highly motivated by creative challenges in a team working environment, where I can improve and share my skills. I work well under pressure, meeting critical deadlines. Currently, I am looking for opportunities.

Professional Experience

3D modeler (Freelance) for Studio Kimchi (Barcelona) | **June 2017 - January 2018, April 2018 - Present**

- Props, characters, and sets modeler.

Professor at BSM Pompeu Fabra - Master in Animation (Barcelona) | **October 2016 – November 2017**

- Introduction to Maya, Naming Convention, File Structure and Asset Management, as well as basic rigging.

Modeling Tutor at BSM Pompeu Fabra - Master in Animation (Barcelona) | **July 2017 – October 2017**

- 3D Modeling Tutor for the Master in Animation's final project teams.

3D modeler at Kotoc (Barcelona) - Gormiti TV series | **June 2017 – July 2017**

- I modeled a few characters and props. In charge of sculpting, polygonal modeling, and UV unwrapping.

Assistant Professor at BSM Pompeu Fabra - Master in Animation (Barcelona) | **October 2015 – July 2017**


- Assistant professor of modeling, shading/rendering, animation, and rigging.

Freelance 3D artist – Newskid (Barcelona) | **June 2016 – June 2017**

- Rigging and animation of their main character | Modeling and texturing of their spaceship and interior assets.

Currently-Used Tools

 Maya – Modeling | Lighting | Rendering | Rigging

 Fusion 360 – NURBS Modeling (Learning)

 Zbrush – Sculpting

 Mudbox – Sculpting | Texturing

 Photoshop – Texturing | Image Manipulation

 After Effects / Nuke – basic Compositing

 Arnold | Redshift | Mental Ray - Render engines

Windows | Linux CentOS

Education

· 2013 – 2015 - idEC Universitat Pompeu Fabra
Master's degree in Animation
Barcelona, Spain

· 2006 – 2011- Universidad del Arte (UNARTE)
Bachelor's degree in Plastic Arts
Puebla, Mexico

References available upon request