

Alexander Tamayo

Modeller/Texture Artist

CONTACT

 Vancouver, BC, Canada

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EDUCATION

Organic Modelling in Zbrush, M.A.

CICE

Madrid, Spain

Digital Cinematography, M.A.

King Juan Carlos University

Madrid, Spain

Computer Animation, B.S.

Full Sail University

Winter Park, FL, USA

SOFTWARE

High proficiency

Maya	Zbrush
Sub. Painter	Photoshop
MARI	Unfold3D
UE4	Unity3D
Vray	Arnold

Medium proficiency

Mudbox	3D Coat
Marvelous Des.	Modo
Nuke	Katana
Sub. Designer	MEL
Quixel	Python
Sketchup	Lumion

SOCIAL MEDIA

 [linkedin.com/in/alexandertamayo](https://www.linkedin.com/in/alexandertamayo)

 vimeo.com/alextamayo

 [artstation.com/alextamayo](https://www.artstation.com/alextamayo)

 [imdb.com/name/nm5240029](https://www.imdb.com/name/nm5240029)

 [facebook.com/alexandertamayo](https://www.facebook.com/alexandertamayo)

 [instagram.com/alextamayo3d](https://www.instagram.com/alextamayo3d)

 twitter.com/AlexTamayo



HIGHLIGHTS

- Experience working in 3D art for different industries such as film, video games, arch-viz and advertisement.
- Solid knowledge of common industry practices and pipeline.
- Experienced with render management.
- Solid work ethic, ability to work under tight deadlines and highly aware of production times.
- Strong written and verbal communication skills, organised, collaborative team player, able to work autonomously, problem solver, excellent attention to detail, quick learner, adaptable and very good at following instructions.

WORK EXPERIENCE

3D INSTRUCTOR

TEACHING

Vancouver, BC, Canada

Visual College of Art & Design of Vancouver | VCAD

Teaching | July 2019 - Present

- Prepare program for students to follow based on current industry standard to improve their 3D skill set.
- Prepare 3D assets for classwork in the classroom.
- Have the ability to assess the strength and weaknesses of students in order to adjust and tailor the classes to suit their needs.
- Have the ability to effectively communicate with a relatively large group of people.

3D ARTIST

ARCHITECTURAL VISUALISATION

Richmond, BC, Canada

Eco Edge Developments

Arch-Viz | July 2018 – June 2019

- Make 3D models in Maya and Sketchup to be used in Lumion for building conceptualisations.
- Make 3D animations of characters that are not in the Lumion library for use in the visualisations.
- Create tools in Python to prepare models and animations from Maya to be imported into Lumion.
- Create textures and modify images in Photoshop.
- Be adaptable to the constantly changing workload.

CHARACTER ARTIST

CARDNET < LINK

Sto. Dgo. Dominican Rep.

UnToro

Advert | Jul 2017

- Sculpted the heads of all characters in Zbrush based on inputs from the client, as they made some corrections to the original concept which improved the final result.
- Modelled the body and the rest of the content for the characters in Maya based on the concept art sent by the client.
- UV mapped everything to set it up for texturing and lighting.
- Met the deadline, despite only having a week to complete this project.

ART DIRECTOR

SPACE BATTLE ONLINE (ANDROID) < LINK

Sto. Dgo. Dominican Rep.

ViralRich Games

Game | Sep 2016 – Jan 2017

- Designed, Modelled, textured, rigged and set up the materials in Unity3D for 11 spaceships with a similar visual language to the ships previously bought by the studio.
- Completely designed the user interface's visuals and functions. Worked very closely with the game's programmer to make it work as intended.
- Modelled and textured all of the asteroids in the levels.
- Textured all of the game's skyboxes for Unity3D.
- Did the lighting for all the levels and the material setup for all of the 3D assets for the game.