

German Rodriguez

3D Artist

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-Summary-

A focused 3D Artist with a passion to create experiences. Highly motivated Individual and works great with a team. Has had experience with leading a team and managing their work while also taking care of their own work. Always excited to learn new things and share knowledge they have learned.

-Technical Skills-

Highly Skilled

Autodesk Maya
Adobe Photoshop
Microsoft Office
Wordpress
Blender
Substance Painter

Proficient

Autodesk Mudbox
Adobe Premier Pro
Cycles Render engine
Substance Designer

Familiar

Pixelogic ZBrush
Nuke
Unity
Unreal engine

-Experience-

Global Game Jam:

2015-2017

participated in 3 global game jams where I modeled, textured and animated game assets.

"Whipping Boy": Short Film

Feb. 2014 – Mar. 2014

Remodeled a large building that is used throughout the short film.

"Leaves": School Project

Mar. 2014 – May 2014

Worked on modeling the main leaves. Also modeled the leaf blower.

-Employment-

Outward Inc, San Jose, CA

Oct. 2014 - current

Senior Technical artist (March. 2019 - current)

Working with a team on Pilot demos and creating scenes.

Lead "Tech-Team" Artist (Sept. 2015 - March. 2019)

Lead a team in researching tools and alternate workflows for Outward.

Content Developer (Oct 2014 - Sept. 2015)

Helped create content for Outwards Pipeline.

Education

Ex'pression College for Digital Arts, Emeryville, CA

Nov. 2011 - Aug. 2014

Graduated in Aug. 2014 with a BAS in Animation and Visual effects.

References

References are available upon request.