



GABRIEL VÁZQUEZ ADORNO

3D Artist

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Objective

To use my skills in digital arts, including environmental assets design, character assets design, objects textures and logo development, to help create with a talented team.

Software Skills

Experience in developing models and textures with the help of:



Maya



ZBrush



S: Painter



Marvelous



Photoshop



3DS Max

Experience

- | | |
|--|----------------|
| Freelance | 2019 - Present |
| Produce content for various projects promotional marketing which included logos, motion graphics for videos, brochures and business cards. | |
| Capstone Project - Atlantic University College | 2018 - 2019 |
| 3D Environmental Modeler in short film | |
| Tasked with creating all the 3D environmental assets. | |

Education

- | | |
|---|-------------|
| Atlantic University College, Guaynabo PR | 2016 - 2020 |
| Bachelor's Degree in Science of Digital Animation | |

Skills

- Bilingual (English/Spanish)
- Time management
- Attention to detail
- Teamwork