

Javier Diaz

Artist

Javier Diaz
Vancouver, BC

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Skills

Strong drawing and painting skills, with a studied eye for composition and colour. Advanced communication skills and easily directed. Ability to work effectively within a team, as well as independently. Extremely proficient in; Maya, XGen, Yeti, ZBrush, Mudbox, Arnold, Redshift, Renderman, Photoshop, Substance Painter, Mari.

Experience

Stellar Creative Lab/ Lead Modeling, Surfacing, and Groom
OCTOBER 2017- PRESENT, VANCOUVER

Fancy Nancy - Season 2 - Disney

- Supervised asset creation; modeling, surfacing and groom
- Converting of assets from Arnold to Redshift
- Provided training for XGen, along with the optimizing and grooming characters
- Helped artists get more familiar with pipeline procedures, and with ingestion of assets

Unannounced Project - Real Time

Addams Family Marketing - Cinesite\Universal

- Converting assets from Katana\Renderman to Maya\Redshift
- Supervised asset modeling, and surfacing

Golden Age - Short

- Surfaced and groomed characters

Unannounced Project

Unannounced Feature Film - Senior Modeler

- Modeled various characters, sets and props.
- Textured sets, set elements, and props.

ICON Creative Studio/ Senior Modeler and Texture Artist
FEBRUARY 2017- OCTOBER 2017, VANCOUVER

Elena - Disney

KONG - Netflix

Super Monsters - Netflix

Unannounced Project - Hybrid.

DHX Media/ Senior Modeler and Texture Artist
DECEMBER 2015- JANUARY 2017, VANCOUVER

My Little Pony: The Movie

Atomic Cartoons/ 3D Artist

FEBRUARY 2014- NOVEMBER 2015, VANCOUVER

Little Charmers

Five Alarm Funk Music Video

Marvel Christmas Special

Pirate Express

Big Fish Games/ Game Artist

JULY 2009 - NOVEMBER 2013, VANCOUVER

LifeQuest 2: Metropoville

My Tribe for Facebook

Radical Entertainment/ Environment Artist

OCTOBER 2007 - AUGUST 2008, VANCOUVER

Crash: Mind Over Mutant - PS2, Wii, 360

Education

Seneca College/ Graduate Gaming Program

SEPTEMBER 2006 - MAY 2007, TORONTO

1 year Post Graduate Gaming Program

Studio M / Traditional Animation

SEPTEMBER 2003 - JUNE 2005, TORONTO

2 year Animation Program

Sheridan College/ Art Fundamentals

SEPTEMBER 2001 - JUNE 2002, TORONTO

1 year Art Fundamentals Program

Publication

3D World - December 2018- Montague Ratsbone III - Showcase Feature

Workshops

Character Design for Animation - Workshop by Stephen Silver

The Craft of Illustration - Online course by Justin Gerard, Illustration

Storytelling & Story Development - Workshop by Matthew Luhn, Pixar

Colour & Design for Storytelling - Workshop by Nathan Fowkes, Dreamworks

Visual Development: Layout for Animation and Staging - Workshop by Dominick Domingo, Illustrator