

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 CHARACTER ARTIST

Vancouver, BC, Canada

CHARACTER ART

Make Tafi

Game | April 2019 - Present

- Model high definition characters and accessories in Zbrush based on provided concepts.
- Create low-poly mesh in Maya and project detail from high-definition asset.
- Texture assets in Subs. Painter within the resolution constraints and to the standard of our Art Director.
- Bind and paint weights of character and/or accessory in Maya for final delivery.

3D INSTRUCTOR

Vancouver, BC, Canada

TEACHING

Visual College of Art & Design of Vancouver | VCAD Teaching | July 2019 - July 2020

- 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

Richmond, BC, Canada

ARCHITECTURAL VISUALISATION

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.

ART DIRECTOR

Sto. Dgo. Dominican Rep.

SPACE BATLE ONLINE (ANDROID) < LINK

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.