



Erick Jeason Choy Miranda

I've been working as a renderer/modeler around 5 years, I specialize in 3D architectural visual representation: interior, exterior, walkthroughs, floor plans, etc. Also for the past 3 years I started to work with products such as packaging boxes, furniture, electronic devices, industrial pieces, etc.

All these years I worked as a freelancer with clients from different countries. Now I'm looking to collaborate with a company where I can apply all my skills and also learn new ones.

Personal Details:

Country: Peru

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Artstation: www.venusta3d.com

80lv: <https://80.lv/RFP/p/erick-choymiranda>

Knowledge, Skills, and Abilities:

3D software: Blender, V-ray, Autocad, Sketchup, Lumion.

Adobe: Photoshop, Illustrator.

Great attention to details.

High 3D visualization/modeling/texturing/rendering skills.

Experience with 3D CGI architecture, products and any objects.

Able to work independently and team work.

Always open to learn something new.

Education:

- Doctor Federico Rivero Palacios – Region Capital University, Venezuela

Civil Engineering Technician, 2012 – 2016

- Central University – Venezuela

Architecture (Fourth term of University studies), 2015 – 2016

- Jacobsen3d.com

V-ray professional for Sketchup, 2018

- Udemy – Rob Tuytel

3D Environments in Blender, 2020

- Blendtuts.ES

Hard Surface Modeling – Blender 2.9, 2020

- <https://jonatanmercado.com/>

ArchViz course – Blender, 2021 (currently enrolled).

Experience:

- Craft Designers, 2019

Project Manager (CGI architecture, floorplans AutoCAD, manage selling projects).

- Venusta 3D, 2018 – present

I build my own company and I offer high quality images, walkthroughs, etc.

- Upwork, 2019 – present (<https://www.upwork.com/fl/erickchoymiranda>)

I work as a Freelancer for different clients in the website.

Languages:

Spanish – I'm native speaker.

English – Fluent.