



3D Artist • Texturing • LookDev

EXPERIENCE

DREAMWORKS ANIMATION

Surfacing Trainee | July 2021- Present

- 3-month trainee program with DreamWorks Animation in the Feature department.
- Training on texturing in Substance Painter and Mari, grooming, microdressing, and look development in Houdini with in-house tools and renderer.
- Worked on multiple personal projects, getting feedback from a mentor, supervisor, and other surfacing artists.

ARTESANÍAS - SENIOR THESIS

3D Artist | Jan. 2021 - March 2021

- Set dressed and modeled environment and most of the assets for short film.
- Created procedural materials in Substance Designer to be used as base materials for texturing in Substance Painter.
- Developed look for the shots, as well as lighting and compositing.

SAVANNAH COLLEGE OF ART AND DESIGN

Visual Effects Peer Tutor | Sept. 2020 - May 2021

- Responsible for tutoring the subjects of Look Development, Texturing, Shading, 3D Modeling, UV Mapping, Maya, Substance Painter, Substance Designer, Arnold, Houdini.

KAGHATI

Lead Look Development TD | May 2020 - July 2021

- Lead Look Development TD for the 3D animated short film "Kaghati".
- Working in a team creating the main textures and look development.

THE MILL X SCAD

CG Generalist | Jan. 2020 - March 2020

- Worked in a team of 5 CG artists under the supervision of mentors from The Mill NY to create a car commercial.
- Modeled, textured, developed look, and composited a full CG shot.
- Created lighting rigs, shot background slates, and shot a 7 stops exposure HDRI using a chrome ball.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

Savannah, GA, USA | Sept. 2017 - May 2021

- Bachelor of Fine Arts - Visual Effects
- Dean's List

CONTACT INFO

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SKILLS

Languages

Spanish - English

Softwares

- Maya
- Substance Designer
- Substance Painter
- ZBrush
- Mari
- Nuke
- Houdini
- Adobe Photoshop
- Marmoset Toolbag
- Unreal Engine 4

Technical Skills

- Look Dev/Surfacing
- Texturing
- 3D Modeling
- Lighting
- Compositing
- UV mapping
- Real Time
- Rendering

Operating Systems

Linux - Windows - Mac OS X

Render Engines

Arnold - Renderman - Mantra

Interpersonal Skills

- Ability to adapt to changing environments.
- Capacity to work under pressure or meeting deadlines.
- Punctual, serious sense of responsibility.
- Creative and detail-oriented.
- Teamwork and communication.