

PROFESSIONAL PROFILE:

- 3D Artist with over 10 years of experience as a 3ds Max Generalist.
- Experience in assembling desktop and laptop computers
- Windows operation system experience to include installation, cloning, backing up , and restoration
- Software skills: Autodesk 3ds Max, Adobe Photoshop, Autodesk Mudbox, Adobe Muse, Adobe After Effects, Fxhome Hitfilm Pro, Substance Painter.
- 3D Graphic Skills: 3D Character and prop modeling, UVW Unwrapping and texturing, rigging, skinning, lighting, and web Development.

Professional Accomplishments:

- Created Logo Designs for UCLA Cardiac Heart Transplant Department.
- Produced 3D Content for Graphic Novel Board Games.
- Produced Illustrated Logos and Graphical User Interface for Casino Slot play.
- Help produced a shipped game title called Virtual Girlfriend for iphones <http://www.myvirtualgirlfriendgame.com/Contact.html>
- **Earned a certificat of achievment at Neon Ave Studios.**

Professional Experience:

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| Lead Intern 3D Artist, | Neon Ave Studio-Las Vegas, Nevada | 2017-Current |
| Undertake the 2d concepts where it was left o ffand indepentedly completely modeled, animated, and assembled all the assets into composite mode. Managed the team members role and their duties. Took live footage and mixed them with 3d enviroment and finalized everything together to the company owner's requests. | | |
| Graphic Artist, | UCLA Hospital-Los Angeles, California | 2013-2014 |
| Produced high-quality stills image logo that represent the Cardiac Heart Transplant Department. | | |
| 3D Artist, | Skyworld Studios-Las Vegas, Nevada | 2010-2013 |
| Used 3ds Max and Photoshop to produced full 3d scene enviroment for a private client based upon their sketch drawings to help shell their board games. | | |
| 3D Character Animator, | Wet Productions-Las Vegas, Nevada | 2009-2010 |
| Hand animated CGI female characters for iphone games to represent their unique personalities and emotions. | | |
| 3D Media Display Artist, | Progressive Gaming International-Las Vegas, Nevada | 2006-2008 |
| Independently developed concept storyboard, graphic logos, and high-quality user interface art for casino plasma/LCD display. I also independently produced full scene animation sequences for mysteries for game play. | | |
| Animation Instructor/Labtech, | CSN-Las Vegas, Nevada | 2000-2003 |
| Established a professional, enthusiastic, and friendly environment in the classroom. Used my Portfolio website to demonstrate and inspire what the students could accomplish Taught introductory level 3ds max software. Installed softwares and maintained class computers. | | |

Media Arts and Design Credits, at Art Institute of SF San Francisco, California

High School Dipolma, at Chaperral High School-Las Vegas, Nevada