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CAREER OBJECTIVES

I want to become one of the greatest artists in the 3D scenario in Colombia and the world. I have a lot of knowledge in all of the production pipeline of an animation or videogames, so I think I could be a great complement in any (2d/3d) digital production. Because I am a trainer since 2005 in the field of the 3d Software (3ds max). I have developed the abilities to work in all the stages of a production (from modeling to Rigging, scripting, lighting and animating) and I have directed various teams of artists (freelancers) and I have the leadership to manage their capacities and obtain the best of each one.

SOFTWARE

2D/3D art

- **Autodesk 3Ds Max since 3ds max4 to date (Modeling, Texturing, Animating, Scripting, Lighting)**
- Pixologic Zbrush and Modbox (Highpoly modeling)
- Adobe Photoshop (Drawing, Compositing, Texturing)
- After Effects and Combustion (Compositing)
- Premiere (Editing)

Other

- Unity3D (Game Development)
- Autocad (Architectural desing)

JOB EXPERIENCE

3D artist AIR Company (2003 – 2004)

- Architectural visualization, modeling, materials, lighting, animation.

Instructor at Naska Digital (2005 to 2010)

- Instructor in all fields of the software: character modeling, animation, arch and design visualization, effects, etc

Technical Director 3eyegroup (2006 – 2007)

- Direct the department of 3D, I must manage teams of freelancers for commercial animations and arch and design visualizations.

Cofunder and Director Kimera Estudios (2008 – 2009)

- Director ot the 3D department

University teacher - Universidad de Medellin (2010 - Actually)

- Instructor for the students of the design and publicity

Freelance Artist (Actually)

- Manage projects of 3D content creation (commercials, arch and design visualizations and videogames art).

EDUCATION

- 3D modeling, animation, scripting, with Naska Digital (2005 to 2010)
- Self-Learning 3ds Max, Mudbox, Zbrush, Photoshop (since 2000 to date)
- Self-Learning Unity3d (since 2010 to date)
- Profesional Architect from Universidad Nacional de Colombia sede Medellin (1999 – 2006)

CERTIFICATES

- Autodesk Certified Instructor
- Adobe Certified Associate

LANGUAGE SKILLS

Spanish and English (Intermediate level)

QUALITIES

- Honest
- Artistic / Creative / Imaginative
- Competence with coworkers and clients
- Ease with technology / Self-Learning
- Gamer (played games since prince of persia to date)

INTERESTS

- Art & Architecture
- Video-games
- Cinema
- Comics and cartoons