

# Juan C. Alcaraz C.

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## PRESENTATION

I am a professional Architect with strong knowledge in workflows and pipelines for productions like 3D animations, architectural visualization, interactive applications, virtual reality, Augmented reality, videogames and so on. Since 2003 I have been working as a 3D Artist Generalist for a lot of different media and markets, from 2005 to 2015 I was a trainer/teacher of 3ds max and since 2010 I started to work as 3D Technical Artist and Developer using Unity3d mostly.

## PROFESSIONAL OBJECTIVES

- Improve my knowledge of topics related to 3D content creation like 3d modeling, Texturing, Animation, and game development.
- Innovate in different markets like Virtual Reality, Augmented Reality, Game Development, and 3D Printing.
- Share my knowledge and experience with new generations of 3D artists to give back something of all the things I have learned from the 3D Industry during all these years.

## EDUCATION

- Professional Architect at "Universidad Nacional de Colombia sede Medellin" (1999 – 2006)
- 3D modeling, animation, scripting, at Autodesk Training Center "Naska Digital" (2005 to 2010)
- Hard Surface Modeling for Films 10 weeks Workshop (CGMA 2018)
- 3D Character Workshop by Shane Olson (2019)
- Digital Tutors/Plural Sight (subscriber since 2016 to date)

## SOFTWARE

- **3Ds Max - Expert Level** (Modeling, Look Dev, Retopology, Animating, Rigging and Scripting)
- **Simplygon / InstaLOD – Intermediate /Advance Level** (High poly models optimization)
- **Maya – Intermediate Level** (Modeling, Retopology and Look Dev)
- **Blender – Intermediate Level** (Modeling, Retopology and Look Dev)
- **Zbrush – Advance Level** (Sculpting, High poly modeling and Retopology)
- **Substance Painter – Advance Level** (Texturing and Baking)
- **Unity3D – Advanced Level** (Assets Integration, basic C# Scripting, Lighting and IOS/Android publishing)
- **Unreal Engine – Basic Level** (Assets Integration, Node Shader creation).
- **Adobe Photoshop / Affinity Photo – Advanced Level** (Drawing, Compositing, Texturing)
- **Premiere / Davinci Resolve – Basic Level** (Editing)
- **Autocad – Basic Level** ( 2D Cad drawing)

## RENDER ENGINES

- **Vray ( 3ds max / Maya)**
- **Cycles ( Blender)**

## SCRIPTING / PROGRAMMING LANGUAGES

- **Maxscript - Intermediate Level** (Create tools to improve my workflow)
- **C# - Intermediate** (Create scripts for visualization Unity3d apps)

## PROFESSIONAL EXPERIENCE

### 3D Artist at "AIR" (2003 – 2004) - Closed

Work on all the production of architectural and visualization projects from start to finish (Still images and Animations).

### Trainer at Autodesk Training Center "Naska Digital" (2005 - 2010) <http://www.naskadigital.com/>

Teaching 3ds max to beginners and advanced users. Courses like Character Modeling, Animation, Architectural Visualization, and product design.

### Lead 3d Artist at "3eyegroup" (2006 – 2007) - Closed

I must manage different teams of freelancers to accomplish multiple projects into the established deadlines.

### Co-founder and Lead 3D Artist at "Kimera Estudios" (2008 – 2009) - Closed

Lead 3D Artist.

### University Teacher at "Universidad de Medellin" (2010 – 2015) <http://www.udem.edu.co/>

3ds max teacher for students of the graphic design career

### 3D Artist – Generalist at "Blokwise" (2011 – 2012) <http://www.bwstudios.co/>

3D generalist Artist for Ben 10 web browser video game (Modeling, Animation, Texturing and Unity integrator).

### 3D Technical Artist / Developer at "4DPipeline" (2013 to date) <https://www.4dpipeline.com/>

Accordingly to each project I have worked as Consultant, Storyboard Artist, 2D UI Artist, 3D Generalist Artist ( 3ds max, Maya, Blender), CAD Optimization and Poly-Reduction Expert ( InstaLOD, Simplygon and manual retopology), Unity3d Artist / Developer for IOS, Android, VR, MR and AR, Unreal Engine Artist, Rendering Expert ( Vray, Iray, Arnold, ProRender, Cycles).

### Freelance 3D Artist (2010 to date)

3D Generalist Artist – Technical Artist and Developer

## CERTIFICATES

Autodesk Certified Instructor (2009)

Adobe Certified Associate (Photoshop CS5 – 2013)

CGMA Certificate 10 weeks (Hard Surface Modeling for Films 2018)

## LANGUAGES

English (advance)

Spanish (Native)



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3D Artist

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