

# Juan Camilo Alcaraz Cartagena (a.k.a. alzarac)

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Youtube Channel: <https://www.youtube.com/user/alzarac3d>

TurboSquid: <http://www.turbosquid.com/Search/Artists/alzarac>

## CAREER OBJECTIVES

I am a professional architect and a 3d Technical Artist from Colombia, I was a 3ds max trainer since 2005 to 2015 and also I have been working as freelance or employee for multiple companies since 2003. I have knowledge in all the production pipeline of animation, architectural visualization, characters design, product design, scripting, apps and video game design , so I think I could be a great complement on any digital production.

Today, I am working as a 3d technical artist and I want to improve my skills taking part on bigger projects and productions locally or as a remote contractor..

## SKILLS

• **Autodesk 3Ds Max – Skill Level: Expert (15 years +)**  
**Modeling, Retopo, Texturing, Animation, Lighting (Mental Ray, Vray and Corona) and Scripting**

• Autodesk Maya – Skill Level: Advanced ( 2 years +)  
Materials and Lighting ( Vray)

• Unity3D – Skill Level: Advanced (**5 years +**)  
Apps Development and Scripting in C#

• Pixologic Zbrush – Skill level: Advanced (**5 years +**)  
Sculpting

• Adobe Photoshop - Skill level : Advanced (**8 years +**)  
Concept Art, Storyboard, Compositing, Texturing

• Substance Painter – Skill Level: Intermediate (**2 years**)  
Texturing

•Premiere – Skill Level: Advanced (**5 years +**)  
Editing

• Autocad - Skill Level: Basic (**2 years**)  
Architectural design

• Unreal Engine – Skill Level: Basic (**1 years**)  
Content integration, lighting and materials

• JIRA – Skill Level: Intermediate (**4 years**)  
QA, Bugs reporting, project management.

## **JOB EXPERIENCE**

### **3D Generalist Artist - AIR Company (2003 – 2004)**

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

### **3ds max Trainer - Naska Digital (2005 to 2010)**

- Training all the areas of the software: character modeling, animation, arch and design visualization, effects, etc

### **3D Technical Director - 3eyegroup (2006 – 2007)**

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

### **Co Founder and Director - Kimera Estudios (2008 – 2009)**

- Director of the 3D department

### **University teacher - Universidad de Medellin – [www.udem.edu.co](http://www.udem.edu.co) (2010 - 2015)**

- Teaching 3ds max as regular course for the students of the communication and design career.

### **3D Technical Artist & Developer - 4DPipeline ( [www.4dpipeline.com](http://www.4dpipeline.com) ) (2014 - Actually)**

- Developing 3D visualization Apps ( AR/VR) in Unity3d, working as Storyboard artist, making QA and giving advice about projects scope, tools need it and workflows. I have been worked and tested multiples softwares for different projects like Unreal, Maya, Rhino, Blender, DeltaGen, Sympligon, Modo and so on, for multiple companies like AMD, NVidia, Simplygon, Chevrolet, Toyota, Honda, Patac, Intel and more.

### **Freelance Artist – [www.camiloalcaraz.com](http://www.camiloalcaraz.com) (Actually)**

- Manage projects of 3D (modelling commissions, commercials, arch and design visualizations, App developments and videogames).

## **EDUCATION**

- Professional Architect from Universidad Nacional de Colombia sede Medellin (1999 – 2006)
- Self taught 3ds max user since 2000 to date.

## **CERTIFICATES**

- Autodesk Certified Instructor (3ds max)
- Adobe Certified Associate (Photoshop and Premiere)

## **LANGUAGE SKILLS**

Spanish (Native)  
English (Advanced, technical and conversational)

## **QUALITIES**

- Honest
- Artistic / Creative / Imaginative
- Good at speaking in public / teach
- Ease with technology / Self-Learning
- Gamer (love to play games since prince of Persia DOS to date)

## **INTERESTS**

- Art & Architecture
- Video-games
- Cinema
- 3D Printing
- Action figures / Comics