



PROFILE

- Comfortable creating high-quality texture maps such as color, spec and bump map.
- Capacity to build complex shading networks and procedural textures.
- In-depth exposure to color theory, design principles, drawing, painting and sculpting.
- Able to create high-resolution organic and hard surface models as well optimized UV layouts.
- More than 5 years of experience as an Illustrator.
- Proven ability to develop concept art for a variety of assets and projects.
- Constantly looking for feedback to improve as an artist.
- Ability to work and deliver quality products in a timely manner, under pressure.

EDUCATION

- Winter Park, FL
Full Sail University
04/2008
Bachelor of Science in Computer Animation
- Mérida, Venezuela
Instituto Antonio Jose de Sucre
04/2004 – 02/2006
Courses in Graphic Design

SOFTWARE

- Maya
- Photoshop
- Zbrush
- Illustrator
- Adobe after Effects
- Mental Ray

WORK EXPERIENCE

- **Pendulum Studios**, (June 2008 – October 2008)
Shading, Lighting and Texture Painter
Create hi-res textures, advance shading networks and lit characters and props for Game Cinematics.
- **Diario Frontera**, Venezuela (2006)
Illustrator
Created illustrations for newspaper logo and newspaper anniversary.

AWARDS AND PUBLICATIONS

- Pixelate magazine: **Render Out!**
Project name: Harlequin
Page 36
- Ballistic Publishing: **Elemental 3**
Project name: Harlequin
Page: 018