# Adolfo González 3D Artist

## **Qualifications Summary:**

Media Arts and Animation, Graduate with four years of hands on experience, working in a production environment, with a team or on my own. I have broad knowledge of a CG Production pipeline. Self-motivated, innovative, adapts quickly to new solutions and works well under pressure meeting all challenging and critical deadlines. Always ready to challenge my artistic skills.

## **Technical Skills:**

#### **Extensive Knowledge of**

- Autodesk Maya (Hard surface and organic modeling, lighting and rendering, mental ray, animation, rigging, unwrapping,)
- Pixologic ZBrush (sculpting ,texturing, modeling)
- Adobe Photoshop (Texture painting, digital painting, photo editing)
- Adobe After Effects (compositing, effects, editing, tracking, rotoscoping)
- Adobe Premiere (editing, compositing)
- Crazy Bump, KeyShot 4, nDo, dDo

#### **Creative Experience**

#### Lead Compositor/VFX/Render Wrangler– Art Institute - Project-"First Contact" 2013

- Assisted animators and artists with troubleshooting of shots. Issues may include problems with animation, and or rendering
- Supervised the VFX team implementing and delivering.
- Supervised the compositing team
- Integrated CG and live action elements seamlessly with background plate.
- Composited multiple layer passes and color corrected
- Responsible for managing and rendering out all sequences.

# KVCR/FNX Studios – Internship on "The Old Man Above" - Unreleased 2013

- Assisted project lead in pre-visualization of various characters
- Created assets to use in the short in Autodesk Maya
- Painted multiple backgrounds for various shots in Adobe Photoshop
- Designed/Finalized character sheets for modeling

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