



**PEDRO ANTONIO  
MARTÍNEZ MONTIEL**

3D ARTIST//  
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**Work Experience**

2004-2009: Worked as an architect in an architectural company/buildings/home sales/estate. SOL, MAR y NATURA SL

2011-2012: Worked as an architect in town planning. Lorca

I have worked many times on architectural infograph projects

2013: Worked as 3d infograph artist,  
[www.atypicalfilms.it](http://www.atypicalfilms.it)

**Studies**

1999-2004: Architect, University of Granada

**Software**

3d Max, Maya, Mudbox, ZB, After Effects, Acad, Photoshop, Vray, FumeFX, UVLayout, Topogun, Premiere, Xnormal.