



Rodrigo García

Junior 3d character artist



I'm a junior character artist. I love it create anything 3d content. I'm looking for my first opportunity to work in this fantastic world.

RESPONSABILITIES

Polygon Modeling

Sculpt

Retopology

Create UV's

Bake maps

Texturing

Posing

Rendering

Resolve problems

INVISIBLE SKILLS

Team Work (I love It)

Positive attitude towards changes

Passion for this world.

No ego artist.

I get out of my comfort zone

CONTACT



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PROFESSIONAL EXPERIENCE



LIKEYOU 3D

3d Modeler

2016 (actually)

Is a company dedicated to photogrametry. I create models, uv's, texturing and prepare for print. Clean mesh, create new retopology and resolve any problem oriented to 3d.



EDUCATION



MASTER IN CREATE CHARACTERS FOR VFX, VIDEOGAMES AND CARTOON

Animum 3d school

2015-2016

I learned the workflow for create characters to production. Anatomy, low poly, high poly, retopology, baking, texturing, posing and rendering.



MASTER IN 3D MAX 2010

University of Granada

2010-2011

i learned only poligonal modeling. I understood the primitives forms, tools, lightning, rendering only 3d max. Here I started to see my life and my surroundings in polygons.



SOFTWARE



3D Max



Zbrush



Mudbox



Adobe Photoshop



Substance Painter



V-ray



Arnold