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Profile

Passionate Look Development and Surfacing Artist with over 4 years of experience, driven by an unending craving for visual arts and storytelling. Collaborating with exceptional minds and absorbing knowledge from all corners of life is my essence and aspiration – that's where you come in.



Work Experience

04/2022 – 12/2023 VANCOUVER, CANADA

Sr. Surfacing Artist Stellar Creative Lab Inc.

Head of Characters - Surfacing.

- Leveraged a robust foundation in light, color theory, shape, materials, and photography to elevate the quality of visual assets.
- Spearheaded the implementation of an advanced Mari Material Workflow, optimizing efficiency and quality in the surfacing department.
- Showcased a deep proficiency in industry-standard software, including Mari, Pixar Renderman, and Katana, while seamlessly integrating ACES CG.
- Mentored junior artists, ensuring the consistency of assets, and actively facilitated resource sharing within the Team.
- Art directed the creation of procedural materials using Substance Designer, enhancing the texturing and look development for hero and secondary characters, props, and environments, with meticulous attention to storytelling and detail.
- Successfully identified and resolved artistic and technical issues within the Surfacing Department, removing roadblocks to project progression.
- Implemented an efficient asset workflow that enabled seamless asset reuse across studio boundaries in co-produced projects, contributing to cost-effectiveness and project continuity.

Projects: Sausage Party Foodtopia TV Show



Work Experience

06/2022 – PRESENT

STUTTGART, GERMANY - REMOTE

Grooming and Lighting - Freelance Oh! Balbobia.

- Gained proficiency in Mainframe's tools and assets pipeline, effectively integrating their assets into Marketing needs.
- Acquired expertise in hair posing techniques, contributing to enhanced character aesthetics.
- Demonstrated proficiency in lighting using Katana with Arnold, skillfully shaping visual narratives.

Projects: Netflix's Unicorn Academy TV Show - Marketing Renders

06/2020 – 03/2022 VANCOUVER, CANADA - REMOTE

Md. Surfacing Artist Bardel Entertainment Inc.

- Championed the surfacing for hero and secondary props, sets, and characters, consistently delivering top-tier visual aesthetics.
- Collaborated closely with leads and supervisors to identify and execute optimal visual looks, pushing creative boundaries to achieve the highest-quality outcomes.
- Exhibited efficiency by sharing valuable resources and workflows across the team, streamlining production timelines and enhancing project efficiency.
- Distinguished as a dedicated team player, always ready to assist colleagues and seek assistance when needed, fostering a collaborative work environment.
- Thoroughly analyzed 2D concept art and real-life references, offering insightful suggestions and exploring innovative ideas to enhance the overall project vision and impact.
- Demonstrated a comprehensive understanding of Mari production workflows, excelling in the creation of gizmos, smart graphs, and texture libraries.

Projects: Diary of a Wimpy Kid 1,2 Feature. The adventures of Buck Wild Feature. Dragon Prince Season 4,5 TV Show. Genlock TV Show.



Work Experience

04/2020 – 05/2020 SAN JOSÉ, COSTA RICA

CG Generalist Relish Digital Inc.

- Modelling, Retopology and Surfacing of props and characters.

Projects: Cave Club Season 01 Web Series.

01/2019 – 06/2019 SAN JOSÉ, COSTA RICA

Lighting and Rendering TD Relish Digital Inc.

- Led a small team, fostering a culture of resource sharing and workflows.
- Maintained proactive collaboration with the Art Director and Assets Team, consistently offering valuable suggestions and optimizing workflow techniques.
- Executed expert-level XGEN for Animation Workflow.
- Held a pivotal role in crafting the distinctive look and feel of hero characters.
- Demonstrated mastery in shot lighting, orchestrating scenes to achieve the desired visual impact.
- Drove render optimization initiatives in both Redshift and Arnold, ensuring optimal output quality while minimizing resource consumption.

Projects: Kindikids Season 1, 2 Web Series.

11/2018 – 01/2019 SAN JOSÉ, COSTA RICA

Surfacing Artist Rocket Cartoons SA.

Successfully completed Texture and Look Development of characters and props. Created elaborated grooms.

Projects: Kindikids Trailer for Hong Kong's Kidscreen



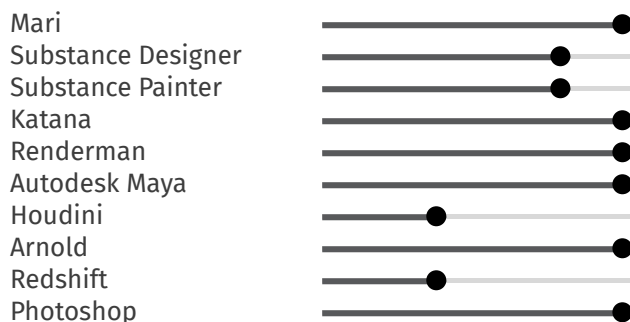
Skills

~ LANGUAGES

English
Spanish

Professional
Native

~ SOFTWARE PROFICIENCY



Strengths

- Strong culture of **teamwork** and **shared success**.
- Effectively implement **feedback** to achieve optimal outcomes.
- Demonstrate **efficiency** in managing **competing priorities** without compromising quality.
- Successfully adapted to pipeline, deadlines and department workflows within the organization, maintaining a **consistent level of performance**.
- Demonstrated a **rapid ability to acquire and apply new skills**, enhancing **productivity** and **versatility**.



Education

2008 – 2013 ALAJUELA, COSTA RICA

High School | Diploma Colegio Maria Inmaculada

2015 – 2022 SAN JOSÉ, COSTA RICA

Digital Animation | Bachelor's Art Degree Universidad Veritas



Volunteering

07/2019 – 03/2020 SAN JOSÉ, COSTA RICA

CG Generalist Arboles Magicos

3D Animation with the goal of serving as a catalyst for reconnection between humans and the natural world.



Hobbies



Exploring the
world



Books about
Creativity, Art,
Philosophy



Photography
and Filmmaking



Love playing
electric guitar



Mountain
Biking