

Objective:

To reach a high level of professionalism in the industry, and make better art for entertainment.

Skills:

Lighting Scenes, Texturing, UV Mapping, Rendering and Composition, Low Poly modeling, Sub surface scattering, environment modeling, Advertising Ads, Editorial Magazine, Editorial Books, Poster Composition, Bilingual Spanish and English, 2D Painting, Eye for Realism, Dedicated, Disciplined and Hard worker.

Software Proficiency:

Autodesk Maya	Adobe Flash
Adobe Photoshop	Adobe Illustrator
Adobe Dreamweaver	Adobe InDesign
Shake	Nuke
Mental Ray	Final Cut
Windows OS	Mac OSX
Microsoft Word	Microsoft Power Point

Education:

Full Sail University:

Winter Park, FL.....2009
Bachelors of Science Degree in Computer Animation

Universidad Regiomontana de Monterrey: Monterrey, Mexico 2006
Bachelor of Digital Design Degree

Work History:

Universidad Autonoma de Nuevo Leon
Monterrey, Mexico.....2005
Internship
Made an Editorial book for transit and guidelines on the street. Cover for the book.
First issue of an Internal Magazine for the school.

Thoth Editorial
Monterrey, Mexico2007
Editorial Designer
Made Ads for Magazine, One issue of Food Magazine, Logo for company, Brochures,
Cover for the Magazine, Power Point Presentation.