Christian Garcia

3D Artist

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EXPERIENCE

Memory Lane, Pasadena — *Graphic Artist*

April 2024 - July 2024

As a graphic artist, my responsibilities were to create a logo for the company, several ads, and merchandise for a start up business in Chicago.

J. Bullock & Associates, Pasadena — *3D Artist*

Jan 2021 - March 2023

As a 3D artist, my responsibilities included 3D modeling, texturing, and rendering any houses, apartment, parks and any other structure required by our clients to CAD specific measurements.

Circuitry Games, Remote (Minnesota Based) — *Game Artist*

Sept 2016 - Dec 2021

At Circuitry Games, I was part of a team developing VR Games and Experiences. I was a concept artist when I started and moved to 3D artist modeling characters, environment, and props.

Columbia College, Chicago — *Animation Production Artist*

Sept 2015 - May 2016

At Columbia College Chicago, I was part of a production team working on an animated short film for our Manifest celebration. I created UV maps, Textures, animated, and rendered sequences for the production.

EDUCATION

Studio Arts, Los Angeles —Certificate in *Digital Set Design*

Sept 2023 - Mar 2024

 I took a training course teaching me unreal engine and blender to master digital set design.

Columbia College, Chicago — Batchelors *Cinema Arts & Science*

Aug 2012 - May 2016

At CCC I learned in front and behind the camera. I learned 3D, 2D, & stop motion animation as well as video editing and lighting techniques.

SKILLS

3D Modeling
Spline Modeling
Texturing
After Effects
Photoshop
Illustrator
Procreate
3D studio Max
Maya
Substance Painter
Blender
Unreal Engine
Unity
Dragon Software
Zbrush
Quick Problem solver
Adaptive Learner
Mathematical Aptitude

LANGUAGES

English Spanish

Website

https://www.cgimageries.com