Eddy Estopiñán

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North Hollywood

EDUCATION

Miami International University of Art & Design, Miami, FL   **December 2013**
Bachelor of Fine Arts Degree in Computer Art Animation

EXPERIENCE

Freelance   **April 2014 – Present**

- Providing various services ranging from the creation of 3D models to Graphic Design, Motion Graphics, and Storyboard to numerous clients

The Vale   **March 2015 – July 2016**
Freelance 3D Character Artist/Modeler
- Modeling various characters and enemies including some level setup
- Assisting with various maps for both organic and hard surface models
- Creative advice for an improved design and result

Booyah Games   **August 2014 – February 2016**
Quality Assurance
- Correct any inconsistencies with instruction manual
- Testing to verify the accuracy of the instruction manual
- Fixing any typography with updated graphics

Royal Caribbean International   **February 2014 – November 2014**
Web Producer/Designer
- Maintain and upload client content onto main website and various apps
- Ensuring integrity of content and content management systems for assets and copyright
- Take inbound calls regarding troubleshooting and resolving bugs and content issues
- Working under set deadlines and uploading quality assets while launching new apps

Rush Studio   **September 2013 – December 2013**
Intern
- Creating concept to modeling and texturing the creature for upcoming film, unglued.

SKILLS

Character Artist
- Model high poly models for tabletop miniature gaming
- Touch up existing models for PBR workflow and film
- Prepared characters and props such as weapons and scenery for various game engines such as Unreal
- Hand painted and PBR texture maps for various models
- Setup material for characters to be featured in animated shorts

Graphic Designer
- Designing logos for various clients
- Revamp existing work for promotional use
- Retouching photos for an updated appearance

Storyboard
- Provide clean and high quality work that's easy to understand
- Maintaining the look and feel the Director requires
- Adapting to any diverse and creative styles to maintain the look and feel of the Director's vision

Motion Graphic
- Create dynamic animations with preexisting graphics
- Rotoscope for stereoscopic, green screen, and rig removal
- Applying visual effects to enhance the composition

Software expertise:
- Autodesk: Maya, Mudbox, 3DS Max, autoCAD
- Pixologic: Zbrush
- Adobe: Photoshop, Illustrator, After Effects, InDesign
- Headus: UV Layout
- Trimble: Sketchup
- Systemax: PaintTool SAI
- Marvelous Designer
- Quixel Suite
- Luxion: keyshot
- Allegorithmic: Substance Painter
- Office: Word, Excel, Outlook