

Professional Summary

Digital professional with a highly adaptable and fluid skillset. Able to work on both technical and creative side of digital media. Experienced 3D developer and visualization artist with a background in graphic design, photography and marketing. Effectively able to work self-managed or collaboratively with multiple departments or clients. Specialties include 3D modeling, texturing, digital sculpting, digital painting, rendering, lighting, 3D configurators, photography, photo manipulation, graphic design, social media marketing and analytics.

Technical Skills

Autodesk Maya, V-Ray, Mental Ray, Adobe Photoshop, Adobe Lightroom, 3D Modeling, UV Mapping, Digital Painting and Texturing, Keyshot, Retopologizing, Zbrush, Mudbox, 3D Coat, Bump map baking and generating, RTT DeltaGen, HDR Light Studio, Adobe After Effects, Microsoft Office, Excel, PowerPoint

Additional Skills include PFTrack, 3D Rapid Prototyping, Miniature Painting, Highly Adaptive Skillset, Extensive PC Knowledge, Photography, Graphic Design, Digital Configurators, Social media Marketing and Analytics, Basic level Nuke, Basic level Adwords

Professional Experience

Armstrong-White: SGS Co.

11/2016 – 03/2020

Lighting and Color Artist

- Responsible for achieving the look and feel of product color and lighting using V-Ray and Maya.
- Clients include Nissan, Hyundai, Mazda, Infiniti, Pepsi, Whirlpool, P&G, Scotts, Fairlife, AM General
- Assisted departments during overflow in modeling, data prep, retouching and compositing.
- Communication with multiple departments to ensure a polished client product.
- Camera matched client images and created CG parts Strip-in.
- Optimized render scenes and materials to best fit compositor or client needs.
- Communicated direct with clients during art direction meeting and calls.
- Assisted in the early stages of "THR3D - SGSCO." Process optimization, scene lighting, material library building, texturing and camera positioning.
- Balanced multiple project and deadlines, while managing my time.

Technologies used: Autodesk Maya, Adobe Photoshop, V-Ray, Deadline Submitter, PF Track Camera Matching, HDR Light Studio, Keyshot, Render Farm, Proprietary configuration software and toolsets, File and folder management

Bex Sunglasses - Freelance

01/2017 – 01/2019

3D Hard Surface Modeler

- Responsible for creating highly detailed hard surface models from line art and reference images.

Jesus B. Lopez
www.jlopezportfolio.com

- Communicate directly with client and ensure full satisfaction.

Technologies used: Autodesk Maya

Mackevision

01/2016 – 11/2016

3D Artist – Volkswagen Account

- Utilized proprietary software to develop thousands of renders for client's online presence.
- "Quality Assured" vehicle configurations and final rendered images.
- Kept constant communication with multiple departments to ensure a polished client product.
- Developed and tested lighting techniques utilizing Maya V-ray lights, Dome HDRI, and Backplate images taken on sight. As well as Maya camera angle tests.
- Utilized Maya and proprietary plug-ins to "Final Prep" client vehicle data for configuration and rendering. Including modeling modifications, Outliner modifications and Shader application.
- Worked on side projects with the goal of developing art to entice clients in new markets.

Technologies used: Proprietary configuration software and toolsets, Autodesk Maya, Adobe Photoshop, V-Ray, Nuke, Render Farm, Excel, PowerPoint, File and folder management

Camino Real Mexican Grill

01/2014 – 09/2016

Digital Marketer, Graphic Designer, Food Photographer

- Graphically designed brand recognizable look and feel of logos, menus, business cards, website assets, ads, posters, billboards, essentially all graphical imagery for the businesses.
- Self-taught photography and developed the rustic look of all food and event imagery.
- Utilized several techniques for food staging, artificial lighting, prop placement, camera lens, camera angles and subject's movement to achieve the desired look.
- Developed images and graphics in Adobe Lightroom, Adobe Photoshop and Adobe Illustrator.
- Set up and optimized all online business accounts including all social media. Including Wix.com, Yelp, Twitter, Facebook, Trip Advisor, Foursquare, Google+, Urbanspoon, and Instagram.
- Setup and utilized Google, Facebook, and Yelp Analytics to generate verbal reports and recommendations to business manager concerning ad timing, social media posts, demographics, marketing budget, and marketing investment.
- Trained managers on using and maintaining online assets. Setup custom easy to use kiosk at location for managers to efficiently stay in contact with customers online.

Technologies used: Adobe Photoshop, Adobe Lightroom, Adobe Illustrator, Multiple Social Media Platforms, Online website management tools, Google Analytics, Adwords, Facebook Analytics, Yelp Analytics, Microsoft Office, print media, DSLR with Camera Lens, Studio Lighting, Tablet Hardware

Nissan of North America

12/2011 – 12/2015

Digital Designer – Nissan Virtual Garage

- Prepared Nissan vehicle data for configuration and assembly. Removed unnecessary model geometry and parts to lighten Maya file size. Cleaned up and organized Maya Outliner to the required layout. Materialized geometry to Nissan specifications.
- Assembled clean vehicle data into configurable Maya file. Modeled any required modifications in vehicle geometry. Textured and UV mapped any required parts.
- Utilized proprietary software to build thousands of possible configurations.
- Quality assured vehicle builds by referring to Nissan product documents.
- Maintained communication with multiple departments to ensure a polished product.
- Assisted in early development of the emerging Nissan render department.
- Met tight deadlines and managed time according to project importance.

Technologies used: Proprietary configuration software and toolsets, RTT DeltaGen, Autodesk Maya, Mental Ray, Adobe Photoshop, HDR Light Studio, Excel, PowerPoint, File and folder management

Quantum Signal: Reactor Zero

11/2010 – 12/2011

3D Artist

- Built 3D assets for multiple US Government simulators.
- Fully modeled and textured hundreds of photo realistic 3D assets.
- Created bump mapping and textures from high-res on site photography.
- Utilized LIDAR data for accurate scale and dimensions.
- Overcame tight deadlines, while working on multiple simulators.
- Re-created blocks of Washington DC for simulation with merely location maps and images.

Technologies used: Autodesk Maya, CrazyBump, Zbrush, 3D Coat, Adobe Photoshop, UV Mapping, LIDAR files, reference Imaging, topographic maps.

Hall of Associates Flying Effects (Contract)

02/2010 – 06/2010

3D Artist, Concept Artist, Storyboard Artist

- Conceptualized a flying logo intro for client video introductions.
- Worked within client needs and created a storyboard that reflected the vision for the Intro.
- Modeled a detailed 3D model of an amphitheater for the Intro animation.
- Self-managed, worked from home and maintained constant communication.

Technologies used: Autodesk Maya, Adobe Photoshop, reference Imaging

Education

Bachelor of Fine Arts - Entertainment Arts

College for Creative Studies - Detroit, MI

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- “Visiting Artist” - CCS for Environment Creation for Games (2011, 2012)
- “Workshop Instructor” - City of Detroit Recreation Department Youth Symposium (2011)
- General Motors scholarship – Sponsored iPhone game “Rocket Robot” and “Chevy Block”.
- U of M Computer Games Showcase – Achieved 2nd place. (2010)

Gnomon Master Classes

Gnomon School of Visual Effects – Online Classes

14 Exclusive Online Classes Covering Visual Effects and Games, Taught by Leading Industry Professionals.

- Class 01: Concept Design: From Abstraction to Production with Aaron Limonick
- Class 07: Environment Sculpting with David Lesperance
- Class 09: Efficient Cinematic Lighting with Jeremy Vickery
- Class 11: Illustration for Entertainment: Pitching with Pictures with Cameron Davis
- Class 12: Creating Highly Realistic Composites with Rob Nederhorst
- Class 14: Character Modeling and Texturing with Mark DeDecker