

JUAN GABRIEL GIL

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Work Experience

- **Surfacing & Lighter/Renderer – Moonbug Entertainment LA**
Los Angeles, CA – 5/22 – 1/23 (employee)
 - Utilizing Maya, Redshift and Deadline to light and render episodes of **COCOMELON** series.
 - Creating and editing Redshift Shaders as needed.
 - Queueing renders and addressing any errors utilizing Deadline or Maya.
- **3D Environment and Surfacing Artist – Mindshow Inc.**
Los Angeles, CA - 1/22 – 5/22 (contract)
 - Texture painting/Look Development/Surfacing for environments and props for **HOT WHEELS** and **ENCHANTIMALS** series.
- **Texture/Look Dev./Modeler – Pure Imagination Studios Inc.**
Sherman Oaks, CA - 5/21 - 7/21 (contract)
 - Modeled, UVed assets for **LEGO MINIONS** Short.
 - Modeled, UVed, Textured, Surfaced, and **created materials** for **LEGO DREAMZZZ**.
- **Texture Artist/Look Development Artist – Nickelodeon Animation Studios**
Burbank, CA – 12/14 – 1/21 (employee)
 - Texturing and Surfacing of characters, props, and environments to adapt the reference from the **2D Art** and working with others to **reach that goal** for **BIG NATE** TV Series, **RUGRATS** reboot TV Series, **WONDER PARK** TV Series(unreleased), **LUCKY** TV movie, **Teenage Mutant Ninja Turtles** TV Series.
- **Associate Environment Artist - Activision/Blizzard - Treyarch**
Santa Monica, CA - 4/12 - 10/12 (contract)
CALL OF DUTY: BLACK OPS 2 - PS3/XBOX360/WiiU
 - Modeling/texturing props and environment assets.
 - Convert Build team geo. exports into placeholder models for memory footprint.
 - Optimizing assets/Creating LOD's/Creating and establishing Collision geo for game performance.
 - troubleshooting bugs (lod issues, clipping, overdraw, collision issues, creating destructibles, etc.)
 - Collaborate with art director and leads on visual consistency and functionality.
- **3D Artist - Disney Interactive Media Group/Disney Online Studios**
North Hollywood, CA - 02/10 - 10/10 (contract)
 - Modeling/texturing CG assets for **Disney's Pirates of the Caribbean Online** game.
 - Optimizing assets/Creating LOD's/Creating and establishing Collision geo.
 - Level editing/Set dressing in game engine.
 - Collaborate with other artists on visual consistency and design.

*To view recommendations and additional roles, refer to my linkedin page, shown at the top.

Education:

- **GNOMON - School of Visual Effects, Hollywood, CA**
High-End CG Certificate of Completion - Graduated 2009
- **State University of New York – Fashion Institute of Technology, New York, NY**
Bachelors Degree in Fine Arts - Graduated 2005
Major: General/fashion Illustration

Computer Skills:

Proficiency in **PC** and **Mac** based computers, and such programs as:

Maya	Substance Painter/Designer	Redshift	Katana	Arnold
Xgen	Photoshop	Unity	Headus UVlayout	
Vray	ZBrush	Unreal	Deadline	