

Ruben Nevarez

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Objective To obtain a position as a character artist

Computer Skills

- Realistic or stylized character and environment modeling.
- Advanced texture map creation.

Personal Skills

- Bilingual-fluent in both English and Spanish
- Creative, team worker, and analytical thinking

Software

Maya

3DS Max

Photoshop

Zbrush

Unreal Editor 3

Fluent in both MAC and PC

Work

Experience

GCF Entertainment

Character Modeler

Orlando, FL

Apr 2009 - Present

- Modeled three characters with given concept for an upcoming independent film.

US Navy

Information Technician

Honorable Discharge

Various Locations

May 2002 - Jun 2007

- Administered a network of over 200 clients on a Windows 2003 server
- Configured CISCO IOS installations and access list creation

Education

Full Sail University

Bachelor of Science in Computer Animation, May 2009

Winter Park, FL

- Emphasis on organic and hard surface 3D modeling

Technological Institute of Higher Studies of Monterrey

Cd. Juarez, Chihuahua, Mexico

Bachelor of Science in International Commerce, December 1999

Academic

Projects

Software Technology--Animation Project

- Developed the concept and 3D model for the project
- The final project consisted of a 2-minute video with a motion capture based animation.