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# GENERALIST CREATIVE ARTIST

## **Strongest Skill Areas:**

- 3D Animation
- Graphic Design
- Web Page Design

### 3D Animation

Character design, conceptualization, modeling, skinning, texture mapping, facial gestures.

Software: 3dsMax, Blender 3D, Unreal Engine 4.

### Graphic Design

Drawing, illustration, image editing, layout, logos, general advertising material.

Software: InDesign, Photoshop, Illustrator, QuarkXpress, Inkscape, Gimp.

### Web Page Design

Interface Design, Iconography. HTML, DHTML, CSS, JavaScript adaptation.

Software: Content Management Systems, Dreamweaver, Photoshop, Illustrator, Flash, Inkscape, Gimp.

[www.javierwebfolio.com](http://www.javierwebfolio.com)

## **Work Experience**

Between 2001 and now I have both, freelanced my skills and held jobs not related to my vocational domain, reason why they are not included in this C.V. However, details are provided upon request.

Cyber World Group - May 2000 to Dec 2001

3300 Cote Vertu, Mtl, Que. H4R 2J8.

Positions: Broadband Media Art Director, 3D Animator & Modeler, and Flash Designer.

Work Responsibilities: Creation and approval of interactive content targeting online broadband and regular web user audiences.

I managed the design process from conceptualization and story-boarding, through to development and post-production. Using interactivity and animation as key building blocks allowed me to ensure viewer holding power and client's desired response rate. My broad-based animation, drawing skills and 3-D modeling expertise (3-D Studio Max) enabled me to contribute in a unique manner to deliver successful projects.

Sand-Ho Software (now HR Alloy) - Feb 1999 to June 2000 - (514) 939-0804, #203

Position: Web Designer and responsible for the Web Department.

Work Responsibilities: Provide concepts that are aesthetically appealing yet functional from the technical and business point of view.

Most of their clients require a "corporate look and feel" to their web sites.

Reference: Paul Blanchard, President.

Productions Libres - Oct 1999 to Dec 1999

14 Church St., Moncton, N.B.

Position: 2D Animator and Video Special Effects Artist.

Work Responsibilities: Video Special Effects for TV, Rotoscopying, and 2D Animation.

I worked at the Video Special Effects and Animation Department of this Post Production Studio. I contributed to the production of 13 episodes for a kids -

- TV show titled "Lunatiques", which was later nominated for its special effects.

Copie 2000 / Cyber 2000 - 1995 to 1997

1115 Sherbrooke West, Montreal, Que.

Positions: Graphic Designer, Computer Technical Support, and Junior Technician.

Work Responsibilities: I provided Graphic Design, Desktop Publishing, and computer assistance to their franco-phone and anglo-phone costumers.

On a more technical side I was responsible for the Macintosh computer network. Support included maintaining the Operating System, the applications, and the ISDN internet connection.

The M.A.A.A. Club - 1995 to 1996

(Montreal Amateur Athletic Association)

2070 Peel Street, Montreal, Que.

Position: Graphic Designer.

Work Responsibilities: The edition and design of the "Winged Wheel Magazine" (monthly newsletter) was my responsibility among other advertising materials. I designed the layout, redesigned existing logos and designed needed logos, illustrations, retouched photos digitally for printing, etc.

### **Academic Education**

ICARI 1998 to 1999

(Institut de Creation Artistique et de Recherche en Infographie)  
Montreal, Quebec

3D Animation & Multimedia - 1 Year Intensive Program

3D applications emphasis: 3D Studio Max and Softimage.

2D applications: After Effects, Illustrator, Photoshop, Director (basics).

Video Editing: Media 100

Other applications: Sound Forge.

Note: This program included Multimedia, and was taken in French.

George Brown College 1992 to 1993

Toronto, Ontario.

Illustration - 6 months Course Emphasis.

Side Courses: Marker Rendering Techniques, and Introduction to the Macintosh computer.

Autonomous University of Guadalajara - 1985 to 1987

Guadalajara, Jalisco, Mexico.

Graphic Design - 2 Years Program.

Among various courses in this program were:

Photography (including dark room), Drawing, Geometry, History of Design, Psychology of Design, Typography, etc. More information can be provided upon request.