

ARANZAZU ARMENGUAL



TEXTURING SHADING LIGHTING ARTIST



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EXPERIENCE

“Don Porfirio Broadcast Design” – Merida MX

Texturing Shading Lighting Artist –Jul 2018 - Present

- Create final look developed assets with minimal supervision and within the studio pipeline
- Create photorealistic or cartoony textures for digital assets using the supplied photographic or concept artwork or from scratch
- Separate files to create render passes and sending project to render
- Adapt to different visual styles
- Produce all of the textures required (nmap, spec, diffuse, etc)
- Create / Modify high quality texture map
- Create materials
- Unrap UV for organic and hard surface models

“Freelance”

Texturing Shading Lighting Artist –Sep 2015 - Present

“LICO Films” – Veracruz MX

3D Artist – Feb 2016 - Feb 2017

- Composited 3 shots for tv commercial
- Textured main character for tv commercial

DAVE School productions – Orlando, FL.USA

VFX Artist – “Thief of always” - 2015

Won 3 awards (REGIONAL EMMY®, ACCOLADE AND PIXIE AWARD)

- Modeled assets for the main bedroom
- Textured assets for the main bedroom, and some trees
- Composited and animated 2 shots
- Production - pipeline environment

“Hotel los Arcos” – Veracruz MX

Receptionist / Administrator – 2012- 2014, 2015 - Feb 2017

- Responsible for advertising
- Handled bookings by phone, e-mail, letter, fax and face-to-face
- Processed guest arrivals and departures
- Dealing with complaints or problems
- Prepared bills and took payments
- Ensured the hotel followed regulations

Volunteer work - "La Escuelita Pava" – Veracruz MX.

Teacher – 2013 - 2014

- Providing support to children with mathematics
- Motivating and encouraging



EDUCATION

The Digital Animation & Visual Effects School
(The DAVE School) - Orlando, FL

Certificate in visual effects production

Bachilleres Gregg

Veracruz MX

High School



SKILLS & LANGUAGES

- Maya
- Modo
- Nuke
- Mari
- Z-Brush
- 3DS Max
- Substance Painter
- Photoshop
- Premiere Pro
- After Effects
- Mocha Pro
- 3ds Max
- Mental Ray
- Vray
- RenderMan
- English
- Spanish