

# Javier Diaz

## Artist

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### Javier Diaz

Vancouver, BC

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### Skills

Strong drawing and painting skills, with a studied eye for composition and colour. Advanced communication skills and easily directed. Ability to work effectively within a team, as well as independently. Extremely proficient in; Maya, ZBrush, Mudbox, Arnold, Renderman, Photoshop, Substance Painter, Mari.

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### Experience

#### **ICON Creative Studio/ Senior Modeler and Texture Artist**

FEBRUARY 2017- PRESENT, VANCOUVER

##### Elena - Disney

- Modeled various characters, sets and props.
- Textured characters and props.

##### KONG - Netflix

- Modeled various characters and props.
- Textured creatures, props and vehicles to match the style of show.

##### Super Monsters - Netflix

- Modeled and textured, various characters and props.

##### Unannounced Project #1 - Hybrid

- Built and textured realistic props and vehicle assets.

#### **DHX Media/ Senior Modeler and Texture Artist**

DECEMBER 2015- JANUARY 2017, VANCOUVER

##### My Little Pony: The Movie

- Managing and helping artists become familiar with the project and the desired look and style.
- Modeled and textured various sets, used both in previz and for final render.
- Helped establish pipeline needs for 3D.
- Translated 2D designs into 3D, while maintaining a strong 2D aesthetic.
- Created hand painted textures for props, sets and characters.

#### **Atomic Cartoons/ 3D Artist**

FEBRUARY 2014- NOVEMBER 2015, VANCOUVER

##### Little Charmers

- Modeled various sets and props used by characters

#### Unannounced Project #2

- Created environment designs

#### Unannounced Project #1

- Created character and environment designs

#### Five Alarm Funk Music Video

- Created stylized matte paintings

#### Marvel Christmas Special

- Helped with character designs

#### Pirate Express

- Modelled and textured pirate ships in 3D for usage in ToonBoom Harmony

### **Big Fish Games/ Game Artist**

JULY 2009 - NOVEMBER 2013, VANCOUVER

#### Unannounced Game #2

#### Unannounced Game #1

#### LifeQuest 2: Metropoville

#### My Tribe for Facebook

### **Radical Entertainment/ Environment Artist**

OCTOBER 2007 - AUGUST 2008, VANCOUVER

#### Crash: Mind Over Mutant - PS2, Wii, 360

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## **Education**

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### **Seneca College/ Graduate Gaming Program**

SEPTEMBER 2006 - MAY 2007, TORONTO

1 year Post Graduate Gaming Program

### **Studio M / Traditional Animation**

SEPTEMBER 2003 - JUNE 2005, TORONTO

2 year Animation Program

### **Sheridan College/ Art Fundamentals**

SEPTEMBER 2001 - JUNE 2002, TORONTO

1 year Art Fundamentals Program

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## **Workshops**

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Character Design for Animation - Workshop by Stephen Silver

The Craft of Illustration - Online course by Justin Gerard, Illustration

Storytelling & Story Development - Workshop by Matthew Luhn, Pixar

Colour & Design for Storytelling - Workshop by Nathan Fowkes, Dreamworks

Visual Development: Layout for Animation and Staging - Workshop by Dominick Domingo, Illustrator