

AKA: "EL TUKY"

PABLO GERARDO

3D GENERALIST / GRAPHIC DESIGNER

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I am a recently graduated **3D artist** with **+5 years of experience** as a **freelance graphic designer**. Throughout my career I have been part of different **art teams** both as a **member** and as a **leader**, but I work just as well independently. The focus of my 3D career is **modeling** and/or **texturing**.



EDUCATION

VANCOUVER (2017-2018)
FILM SCHOOL 3D Animation & Visual Effects

CITY UNIVERSITY (2014-2016)
OF SEATTLE B.A. In Management

CETYS (2012-2016)
UNIVERSITY Engineering in
Digital Graphic Design



EXPERIENCE

FREELANCE (2012-PRESENT)
GRAPHIC - Branding
DESIGNER - Illustration
- UX Design
- Web Design

FOCUS MEDIA (2016)
6 Month Internship
- Branding
- UX Design

SOCIAL REALITY (2014)
6 Month Internship
- Branding
- Graphic Design



HARD SKILLS

MODELING - Hard Surfaces
- Organic
- Characters

SURFACING - PBR
- Stylized

SOFTWARE - MAYA
- ZBrush
- SUBSTANCE PAINTER
- Adobe Photoshop
- Adobe Illustrator
- SHOTGUN

OTHER RELATED SKILLS **Illustration**
- Digital & Traditional
- Stylized
Editing / Compositing
- Adobe Premiere
- NUKE X
Visual Design
- Branding
- UX
Basic Programming
- C#
- Java
Language Fluency
- English
- Spanish

ELIGIBLE TO WORK IN THE UNITED STATES AND CANADA