

Javier Pena

Portfolio: javipen.net
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Programs/Skills

- Autodesk Maya/3DS Max
- Pixologic ZBrush
- Adobe Photoshop
- 3D Coat
- Unity 3D/Unreal Engine 4
- Substance Painter/Designer
- Hard Surface/Organic Modeling
- Digital Sculpting
- Game Asset Integration
- 3D Texture Creation
- Digital Drawing/Painting
- Object Oriented Scripting

Work Experience

***3D Modeler* The DiSTI Corporation**

Jan 2018 - Present

- Create 3D models, 2D textures and 3D animations for various projects in the aerospace, automotive and medical industries.
- Use source control and project management software to report task progress and integrate finished assets into the development build of the project.

***Instructor* Orange County Public Schools**

Oct 2015 - Jan 2018

- Create lesson plans and projects for the game and simulation classes in the Oakridge High School magnet program.
- Reinforce project-based learning and monitor students' progress in class, reporting said progress to administrators and synthesizing action plans for underperforming students.
- Assess classroom needs to order supplies, hardware and software when necessary.
- Research the latest advancements in game development and implement said changes into the class curriculum.

***Senior 3D Artist* Burnout Game Ventures LLC**

Sep 2015 - Apr 2016

- Author game art bible detailing making and exporting procedures for all the project's art assets.
- Deliver an organized schedule for art asset completion and follow up with the team's artists to ensure maximum efficiency.
- Provide learning experiences by researching the PBR texturing workflow and educating fellow artists on its requirements.
- Create key 3D models, 2D textures, and art asset presentation screenshots to be used in company products and for marketing purposes.

Education

Sanford-Brown College

Jul 2011 - Nov 2014

Game Production – Bachelor's Degree of Fine Arts