

DANNY TAMEZ

ENVIRONMENT
ARTIST
ECT....

CONTACT

(954)-953-5748

DANNYTAMEZ@ME.COM

HIREDANNY.TODAY

PROFILE

I'm a 22 year old 3D Environment Artist and general artist looking to apply my skills in anyway I can. I love learning new programs and learning from my peers. Over all friendly and easy going person looking to join the workforce

In my free time I enjoying writing/playing music and my own personal art .

SKILLS

- Modeling in programs such as 3DS Max, Zbrush, Maya
- Texturing in Substance Suite (Painter and Designer)
- Unreal Engine 4
- Video editing in Premiere and Vegas Pro
- Adobe Flash/Animate
- Image editing in Photoshop
- Art design experience
- MS Office Suite
- Playing the guitar

THESIS PROJECT

VOLUNTEER OFFICE ASSISTANT

RINGLING COLLEGE | FALL 2017 - SRPING 2018

- My thesis started in the fall of 2017 to my class doing the research, readings, and writing. I then pitched to my class a report about my thesis and what I was trying to a an "accomplish". Then, I begun to start to build my project over the winter break and Spring 2018. I used the unreal engine I recreated a the inheritor of fantasy-Gothic cathedrals. Modeled everything in a mix of 3DS Max, Zbrush, Maya. Used the Substance suite to help texture and then threw it all into unreal with a little bit of Photoshopping to pack all my textures and general edits. I continued to work on my thesis all throughout the semester getting feedback for my instructors and peers and editing it to their wants etc. I also am planning on having a video showing my progress and a break down all my pieces and etc.

WORK EXPERIENCE

VOLUNTEER OFFICE ASSISTANT

NATIONAL MS SOCIETY | JAN 2013 - JUN 2013

- Used and coordinated maintenance of office equipment, such as copiers, scanners. Reviewed and verified data. Maintained and updated files, mailing, database systems. Processed and distributed incoming mail. Prepared mailings. Prepared and edited records. Answered and screened telephone calls. Provided support to office manager. Performed data entry. Retrieved and archived documents. Greeted and directed employees. Verified receipts. Basically whatever was need of me being that day, being extremely flexible, and learn new tools

EDUCATION

BACHELOR OF ARTS, VISUAL STUDIES

RINGLING COLLAGE OF ART & DESIGN | 2013 - 2018
GRADUATING MAY 2018

AWARDS

DESTRUCTOID PHOTOSHOP CHALLENGE

COMMUNITY CONTEST TO CREATE A POSTER FOR THE DESTRUCTOID SHOW ON REVISION3/REV3GAMES NETWORK. (MARCH 2014)

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EXPERIENCE

UNREAL ENGINE 4

RINGLING COLLAGE | AUG 2014 - PRESENT

- Working on many various school projects with myself and with collaborating other students in various projects
- Importing meshes, Lighting, blue print, importing animations, partial effects and some rigging.
- Dabbling in everything though out my Ringling career

3D MODELING AND TEXTURING IN VARIOUS PROGRAMS

RINGLING COLLAGE | APR 2014 - PRESENT

- Modeling in programs such as Zbrush, Maya, and 3ds Max.
- Texturing in Substance Designer & Painter and Photoshop
- Creating my own workflow between each program and importing it to UE4

DESIGN WORK

RINGLING COLLAGE | APR 2014 - PRESENT

- Creating concept art for various school projects
- Taking feedback from institutor and my peers

VIDEO EDITING

RINGLING COLLAGE | APR 2014 - PRESENT

- Editing trailers for our projects
- I've been video editing for my own personal projects and such for about as long as I can remember.