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CHARACTER ARTIST

ANGELO MARTIN BUENASEDA

Education Academy of Art University (2012) San Francisco, CA
BFA in Animation & Visual Effects
Major in 3D Modeling, emphasis in Character Modeling.

Skills

- Strong ability to create low/high poly 3D character/prop models for use in film, video games, illustration and conceptual designs.
- Ability to conceptualize characters/environments and accurately translate 2D concept art into 3D.
- Experienced in traditionally sculpting portraits, gestures & maquettes.
- Good understanding of human and animal anatomy.
- Experienced in unwrapping UVs and applying materials, shaders and textures such as normal, specular, bump, and displacement maps.
- Strong understanding of illustration, painting, design, composition and color theory.

Experience Owner of Toon Upz Cartoons Los Angeles, CA

- Contracted Caricaturist for private events with clients such as AT&T, NBC, Harley Davidson, Snapchat & New Balance.
- Completed illustration projects for production.

Freelance Character Artist Los Angeles, CA

- Worked on projects as a 3D Character/Prop Modeler & Texture Artist
- Involved in creating 3d models, texture maps and sculptures for clients

Software Zbrush, Maya, 3dsMax, Photoshop, After Effects, Premier

Interests Video Games, movies, cartoons, hip hop, basketball.