

# Alexander Tamayo

Modeller/Texture Artist

## CONTACT

 Vancouver, BC, Canada

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## EDUCATION

**Organic Modelling in Zbrush, M.A.**

CICE

Madrid, Spain

**Digital Cinematography, M.A.**

King Juan Carlos University

Madrid, Spain

**Computer Animation, B.S.**

Full Sail University

Winter Park, FL, USA

## SOFTWARE

### High proficiency

Maya	Zbrush
Sub. Painter	Photoshop
MARI	Unfold3D
UE4	Unity3D
Vray	Arnold

### Medium proficiency

Mudbox	3D Coat
Marvelous Des.	Modo
Nuke	Katana
Sub. Designer	MEL
Quixel	Python
Sketchup	Lumion

## SOCIAL MEDIA

 [linkedin.com/in/alexandertamayo](https://www.linkedin.com/in/alexandertamayo)

 [vimeo.com/alextamayo](https://vimeo.com/alextamayo)

 [artstation.com/alextamayo](https://www.artstation.com/alextamayo)

 [imdb.com/name/nm5240029](https://www.imdb.com/name/nm5240029)

 [facebook.com/alexandertamayo](https://www.facebook.com/alexandertamayo)

 [instagram.com/alextamayo3d](https://www.instagram.com/alextamayo3d)

 [twitter.com/AlexTamayo](https://twitter.com/AlexTamayo)



## HIGHLIGHTS

- Experience working in 3D art for different industries such as film, video games, arch-viz and advertisement.
- Solid knowledge of common industry practices and pipeline.
- Experienced with render management.
- Solid work ethic, ability to work under tight deadlines and highly aware of production times.
- Strong written and verbal communication skills, organised, collaborative team player, able to work autonomously, problem solver, excellent attention to detail, quick learner, adaptable and very good at following instructions.

## WORK EXPERIENCE

### 3D ARTIST

Richmond, BC, Canada

ARCHITECTURAL VISUALISATION

Arch-Viz | July 2018 - Present

Eco Edge Developments

- Make 3D models in Maya and Sketchup to be used in Lumion for building conceptualisations.
- Make 3D animations of characters that are not in the Lumion library for use in the visualisations.
- Create tools in Python to prepare models and animations from Maya to be imported into Lumion.
- Create textures and modify images in Photoshop.
- Be adaptable to the constantly changing workload.

### CHARACTER ARTIST

Sto. Dgo. Dominican Rep.

CARDNET < LINK

Advert | Jul 2017

UnToro

- Sculpted the heads of all characters in Zbrush based on inputs from the client, as they made some corrections to the original concept which improved the final result.
- Modelled the body and the rest of the content for the characters in Maya based on the concept art sent by the client.
- UV mapped everything to set it up for texturing and lighting.
- Met the deadline, despite only having a week to complete this project.

### ART DIRECTOR

Sto. Dgo. Dominican Rep.

SPACE BATLE ONLINE (ANDROID) < LINK

Game | Sep 2016 – Jan 2017

ViralRich Games

- Designed, Modelled, textured, rigged and set up the materials in Unity3D for 11 spaceships with a similar visual language to the ships previously bought by the studio.
- Completely designed the user interface's visuals and functions. Worked very closely with the game's programmer to make it work as intended.
- Modelled and textured all of the asteroids in the levels.
- Textured all of the game's skyboxes for Unity3D.
- Did the lighting for all the levels and the material setup for all of the 3D assets for the game.

### 3D ARTIST

Sto. Dgo. Dominican Rep.

REAL-TIME ARCH-VIZ < LINK

Arch-Viz | Jan 2016 – Mar 2016

Tamayo De la Cruz SRL

- Modelled the whole building in Maya based on the original architectural plans.
- Textured all of the assets I Modelled in Photoshop, S. Painter, S. Designer and MARI.
- Used Unfold3D to create the main texture map set and the light-map set for all of the assets I created for the project.
- Used my technical knowledge of UE4 and real-time to retopologised a lot of existing assets in 3Dcoat and Maya to be used at a lower draw calls for better real-