



federico abram
CURRICULUM VITAE
TEXTURING - SURFACING

EXPERIENCE

Texture Artist at H-Farm

january 2018 - present

Texture Artist at UPP a.s.

june 2017 - december 2017

3d Artist - Teacher at BigRock Institute of Magic Technologies

september 2013 - june 2017

Texture Artist and Rigger at Stormborn Studio

august 2015 - march 2016

Trainer Maxwell Render at BigRock Institute of Magic Technologies

march 2013 - august 2013

3d Artist at BigRock RED

september 2012 - february 2013

Co-Founder at Byte snc

may 2008 - september 2010

Sales personnel at GameStop

october 2004 - march 2011

EDUCATION

BigRock - Master in Computer Graphics

march 2012 - september 2012

BigRock - Course Architecture 3D

october 2010 - october 2010

ITC - Geometri

september 1995 - august 2001

CONTACTS

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