

**Grayson
Negron**
3D Modeler
Video Editor



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Portfolio / scourgewolf.artstation.com

Skills

3D Modeling, Rendering, Texturing / Maya, Cinema 4D, ZBrush, Octane, Substance | Photomanipulation / Photoshop, Illustrator | Motion Graphics / Cinema 4D, After Effects | Video Editing / Premiere Pro, After Effects

Experience

Client: SNOW SOS / Freelance
SEPTEMBER 2019 - NOVEMBER 2019

- Edited and composited effects for YouTube, with content hinged upon VR gaming clips taken from client's Twitch stream.

Client: TheMentok / Freelance (YouTube Partner)
JUNE 2019 - AUGUST 2019

- Edited large-scale projects detailing the Sonic The Hedgehog timeline for client's YouTube channel, gaining over 3K views.

Client: Haterade101 / Freelance
DECEMBER 2018 - JANUARY 2019

- Composited and animated Twitch notifications, animations, & graphic panels for vaporwave-inspired channel.

Client: FatalXpressionz / Freelance
JUNE 2018 - JULY 2018

- Replicated, from scratch, an intro animation for YouTube and Twitch channels from client's older template.

Florida International University / Asset Creator
JANUARY 2015 - DECEMBER 2016

- Model and texture assets (food, vehicles, etc) for a video game developed for FIU's School of Business; working title "Balance".
- Created cutouts of Renaissance figures for a Shakespeare project utilizing FIU's virtual reality tracking system (I-CAVE).

Education

Miami-Dade College / A.S. in Animation & Game Art
MAY 2019, MIAMI, FLORIDA

Taught industry-standard techniques over the course of two years in

- Maya, MotionBuilder, Photoshop, After Effects, Unity
- MoCap, modeling, texturing, rigging, animation, rendering, composition