

PROFILE 3D ARCHITECTURAL VISUALISER

With more than 5 years' experience managing architectural visualization projects as a Freelance 3D Artist, I am constantly striving to push boundaries producing innovative and creative ideas.

PORTFOLIO: www.archvizrenders.com

PROFESSIONAL EXPERIENCE

FREELANCE 3D ARTIST

Archviz Renders | Since June 2015

- Demonstrated ability to transform the client's vision into photo realistic productions, exhibiting excellent taste, commensurate with high end visualisation projects.
- Creation of high end CGIs looking for innovation for Still images, walkthroughs, animations and VR.
- Used to work to short timescales, work well under pressure, meeting all challenging and mission critical deadlines.

3D ARCHITECTURAL VISUALISER

Acciona I+D+i | 2011 - 2015

- Responsible for develop a Virtual Reality simulator for occupational Risk Prevention awarded by the Ministry of Employment of Madrid, Spain.
- Geometry Otimization for huge imported models and Point Clouds.
- Researching innovative solutions for video presentations and web design.

GRAPHIC DESIGNER

Nebrija University | 2010 - 2011

- Responsible for updating and maintenance of web sites, landing pages, emailing and banners. Research solutions and designs for corporate identity projects.
- Developing 3D graphics, web designs and multimedia content for presentations and marketing campaigns.

DRAFTSMAN

Urbaser | 2004 - 2006

- Responsible for developing sketches and CAD designs for a wide variety of projects and civil works.
- Plans organization and large format printing.

EDUCATION

+ DEGREE
INDUSTRIAL DESIGN &
PRODUCT DEVELOPMENT

Nebrija University Madrid, Spain | *December 2010*

GPA: 3.6 Cum Laude, Excellence Grant of Madrid.

+ DIPLOMA - CONSTRUCTION PROJECTS AND CIVIL WORKS

Palomeras Vallecas College, Madrid, Spain | *June 2005*

+ LEADING NEBRIJA CERTIFICATE

Nebrija University Madrid, Spain | *December 2010*

- Innovation & creativity.
- Troubleshooting & teamwork.
- Negotiation & emotional intelligence.

LANGUAGES

Spanish: Mother tongue. **English**: Advance.

SKILLS

Modeling, texturing and animation - **3D Studio Max, V-Ray, Corona**Plugins - **Forest Pack, Multiscatter, Poligon Cruncher**Matte Painting, Photomontages, Fine art, Graphic design - **Photoshop**

CAD Drawings - AutoCAD

Video editing - After Effects

Virtual reality simulations and walkthroughs - **Lumion, Unity**Render Farms managing - **Backburner**

PC/Mac software and hardware components

Sound design, composition and mastering - **Ableton Live, Audacity**Web design (HTML, JavaScript, CSS) – **Dreamweaver, Wordpress**

