

Carlo Javier

3D Modeler, Concept Artist

3988 Windsor Way
Dublin, CA 94568
(510) 894-9711
carlofvj@gmail.com

EXPERIENCE

Project Olympus — Concept Artist

May 2017 - October 2017

Worked as a character concept artist for a student side-project VR experience.

ProjectX - Director, Lead Concept Artist, 3D Modeler, Lighting and Layout Artist

January 2018 - Present

Project X is a class designed to simulate a professional studio environment. Produced concept art, storyboards, 3D models, layout and lighting for a student film production while helping guide the look and feel through each stage of the project and pipeline.

Cogswell Polytechnical College, 191 Baypointe Pkwy, San Jose, CA 95134 — Student tutor

October 2017 - Present

Tutoring struggling and aspiring students in most classes with a focus on traditional art. I.e: Perspective and Rendering, Color Theory, etc.

EDUCATION

Cogswell Polytechnical College, 191 Baypointe Pkwy, San Jose, CA 95134 — Working towards a Bachelor's degree in Digital Arts and Animation with a concentration in 3D Modeling

August 2015 - Present

Gained experience in Illustration, Concept Design, Sculpting, 3D Modeling, and Texturing.

SKILLS

3D Modeling, Sculpting, Storyboarding, Visual Development, Illustration, Texturing, Lighting, Layout, Rendering, and Rigging

Customer Service

Teaching

PhROGRAMS

Maya, Photoshop, Zbrush, Arnold for Maya, Mudbox

AWARDS

Dragon Scholarship Received a scholarship through Cogswell for academic excellence

LANGUAGES

English