

Nestor Chavez

www.NestorThe3dModeler.weebly.com
NestorThe3dModeler@Gmail.com

11615 Archwood Street
North Hollywood, CA 91606
Skype: nestor_c818
(818) 473-0541

OBJECTIVE 3d Modeling position.

SUMMARY Multimedia Arts/3d Design graduate seeking an opportunity to apply my knowledge, experience, proficiencies, and a proven track record that include the following:

- Advanced Maya skills.
- Highly knowledgeable in all aspects of 3d content creation.
- Strong CG modeling, texturing, shading and lighting abilities.
- Adept at learning new methods and current pipelines with swiftness and ease.
- Experienced in providing decisive and proactive operating leadership in numerous project situations; Convey quickly and effectively ideas in an influential manner.

EDUCATION **Associate's Degree in Multimedia Studies/3d design.**
6/2011
Los Angeles Mission College Institute of Multimedia

RELATED EXPERIENCE

FREELANCE- Konka Studios 09/2013-10/2013
Remote

- 3d modeler of characters and vehicles.
- UV map, textures, and sculpting

CONTRACT- Last Chaos/Server expansion 02/2013-06/2013
Remote

- Modeled, rigged, skinned and animated full body characters and weapons from concept art.
- Assisted with conceptual designs for characters and weapons.

FREELANCE- Vertigo Studios 10/2012-01/2013
Remote

- Assisted with modeling and texturing
- Created characters and aircraft exteriors/interiors.

Burning Dog Media, Inc 06/2011-11/2012
Remote

- Created game character models from concept art/orthographic views.
- Created two of the main characters of the game, The Malutossi and Jolah.

- Assisted with environments, props and weapon modeling.
- Assisted with rigging and animations.

CONTRACT- Image8ninteen
Los Feliz, CA

06/2011

- Created main character for world tour concert (IllgaMesh).
- Helped with other character modeling and scene modeling.