

JULIO MEDINA

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3D Artist Profile

3D Modeling / Digital Sculpting

Versatility in producing low and high-res character, prop, and environment models with correct shape and form for hyper-real, realistic, and stylized animation.

Artistic and technically-driven 3d Modeler. Experience as a lead 3d Artist for a leading corporation. Consistent in creating high-quality models for gaming, television, film and web. Great analytical skills, quickly anticipating rigging, deformation, and animation requirements.

Build meshes to facilitate production, matching concept design and reference material. Comprehensive knowledge of anatomy, muscle dynamics, and kinesiology. Skilled in digital sculpting, UV mapping, texturing, rigging, lighting, and rendering.

TECHNICAL SKILLS: Highly proficient in Autodesk Maya, Adobe Photoshop, Autodesk Mudbox, Pixologic ZBrush, Mental Images Mental Ray, Windows and Mac.

Summary of Qualifications

3D MODELING

Characters: Primary and secondary organic characters (biped, quadruped, multiped, serpentine, avian...); hard-surface characters (robots, cars, airplanes...).

Hard Surface: Prop and asset development for characters and environments (weapons, vehicles, tools, background elements...).

Environment and Digital Sets: Hard-surface, organic elements, and dynamically driven effects-based objects.

Blendshape Modeling: facial in-betweens, facial regional counter-balance, single, and multi-axis corrective blendshapes for character animation.

DIGITAL SCULPTING

Highly detailed normal map and displacement map generation, replicating aesthetic and dynamic form, shape, and line to enhance the 3d modeling pipeline.

TEXTURING/UV MAPPING

Characters, props, weapons, and environment components. Implement uniform displaced geometry to support texturing and UV mapping pipeline.

RIGGING / SETUP

Articulate characters, props, and weapons for motion and acting. Build archetype set of characters for animation transfer and outsourcing companies. Construct animation friendly characters and mechanical rigs.

PIPELINE

Manage modeling pipeline and supervise generalist modelers, set-up artist and interns; small team of outsourcers and 3rd party freelance partners. Perform research and development. Meet with other department heads such as production manager, technical director, and visual effects lead to enhance modeling, rigging, and animations. Confer with animation and story departments to discuss and determine technical limitations.

Professional Employment

Freelance 3D Artist and 3d Modeler ♦ MEDINAMODELER.COM, Orlando, FL 06/2010 to Current
3d content development for film, gaming, television, and desktop publishing industries.

3D Artist ♦ SONY ONLINE ENTERTAINMENT, Denver, CO 05/2009 to 06/2010
Key lead artist in the roll out of a new online 3D trading card game. Led asset development for PC, PS3 online games and film quality cinematics. Self-taught proprietary system. Consulted management on project scope; forecasted project progress in meeting projected deadlines; made recommendations that saved money and improved turnaround. Conceptualized, automated, and systemized character animation transfers. Engineered a proprietary archetypical character modeling and rigging development, "Chimera" project.

Notable Achievements:

- Significant role in creating high-quality fantasy characters for the "Magic the Gatherer" game (scheduled title release for 2010); weight of accountabilities:
 - Modeled and corrected characters and props in Autodesk Maya; plus exported and managed assets to the game engine.
 - Textured and digital sculpted in Pixologic Zbrush and Adobe Photoshop.
 - Created Particle Effects: fire, smoke, debris, and spells cast within the game engine.
 - Managed the rigging pipeline. Researched, conceptualized, and assigned anatomy and form for archetypical character rigs. Rigged characters.
- Strengthened the pipeline: wrote documents for outsourcing and pipeline development such as rigging, particle effects generation and game engine. Supported the Lead Animator.
- Worked closely with game designers, programmers, and engineers to build characters, weapons, and props for game engine export and art asset development.

Lead Modeler ♦ 3DH ENTERTAINMENT, Kissimmee, FL 02/2007 to 02/2009
Managed short and feature-film modeling pipeline. Ensured all deadlines. Produced character models with correct surface deformation, anatomy, shape, and form. Paired efforts with animation and story department; determined technical limitations and conceptualized props and environments. Rigged animation friendly characters and mechanical rigs, props, and environment elements for animators, lighters, and LODs for render wranglers.

Notable Achievements:

- Led modeling development, rigging, UV mapping: twenty-four episode short film production "The Bugs Eyes," Webnet Global Communications, 17th Annual Movie Guide Awards, Roy Disney 3d Stereoscopic Promotional Video, and Aluet 3d stereoscopic military promotional item.
- Implemented uniform displaced geometry to support texture artist and UV mapping artist, demonstrating advanced UV mapping skills.

Education & Awards

FULL SAIL REAL WORLD EDUCATION, Winter Park, FL
(B.S.) Bachelor of Science Degree in Computer Animation
(A.S.) Associate of Science Degree in Computer Animation

Advanced Achievement Award (Highest Honor) ♦ Course Director's Award for Software Technology
Course Director's Award for Character Modeling ♦ Course Director's Award for Object Perspective