

GABRIEL BRAVO

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3d Artist

PROFESSIONAL

SUMMARY

- Consistently deliver high quality 3D artwork that fits within the project art style
- An experienced 3D modeler with 3+ years in the industry
- An experienced graphic designer with 7+ years in the industry
- Ability to adapt and be effective in a highly dynamic and agile environment

SKILLS

5+ years in Maya	7+ years in Photoshop	Attention to detail
Strong communication skills	UV mapping and texturing	2+ years in Unity
Solid asset building skills	Proactive problem solver	Understanding of lighting
7+ years in Illustrator	2+ years in Quixel	2+ years in zBrush

EXPERIENCE

Apple Inc., Cupertino, CA 2014- 2016
3D Modeler

- Learned and applied new software
- Create and improve attractive 3D environments
- Designed 3D flyover city tours
- Geospatial analyzing and data correction.

Six-Sided Die- Senior Project, A.I. of California, Sunnyvale 2013
Environment and UI Artist

- Worked with a team to design a three level game
- Responsible for the props and background on the second level of the game
- Designed the start-up screen, the level select screen, and the continue screen with the interactive buttons to begin play of the game or select levels.

ACCOMPLISHMENT

STATEMENT

Co-management of training team of 4 new hires of company software.

Enhanced trainees' problem solving of project's obstacles with company software.

Completion of training of new hires for company project in under 2 weeks.

EDUCATION

The Art Institute of California-Silicon Valley, Sunnyvale, CA
Bachelors of Arts, Gaming Arts and Design, Graduation: 03/2014
Coursework includes: Modeling, Texturing, Level Design, User Interface, 3D Animation

Las Positas Community College, Livermore, CA
General Education, Graduation: 06/1992
Coursework includes: General Education for transfer