

Julio Vega

Cell: (805) 588-8563 Email: julio.vega.805@gmail.com Web: juliovegacgart.com

Experience

Intel
CG Engineer
Oct. 2018 - June 2019
Manhattan Beach, CA

Provide live game support (e.g. NFL, NBA, Soccer, etc. and special events) independently for the broadcasting True View System.
Create CG Content using the True View system according to production needs.
Work on varied Post-Production projects including model and texturing collegiate sports mascots to be used for celebration animation purposes.
Model, texture, rig and create animation cycles for assets to be used within Unity for then "Grease - Intel AR Experience" for 2019 Cannes

Jerry Sherman Architect
Freelance
April 2018 - Dec 2018

Creating model, textures and renders for proposed site plan as arch viz

Renegade Animations
Freelance
Sept. 2017

Modeled, rigged and textured a vehicle for an animation test

Nickelodeon Animation
Studio
CG Generalist
Jan 2016 - July 2017
Burbank, CA

Projects included: TV Shows "Teenage Mutant Ninja Turtles" and "Shimmer and Shine" and TV movies "Albert" and "Lucky"
Completed modeling and UV tasks on an assortment of prop assets.
As well as completing rigging tasks for props and environments

Nickelodeon Animation
Studio
Asset Final
Jan 2016 - July 2017
Burbank, CA

Project: Teenage Mutant Ninja Turtles
Checked all assets for consistency of naming conventions, hierarchies, etc.
Creating low res and proxy versions of completed models
Quality control on final assets before entering the final animation pipeline
Adjusting UVs and completing requested modeling tasks

Education

California State University, Northridge
Bachelor of Arts in Art (Animation), 2012

Qualifications

Highly disciplined and proficient professional with a strong work ethic who displays excellent verbal and written communication skills. Experience working in a fast paced production environment and possessing a keen eye for detail

Software Experience

Maya	Illustrator	Substance Painter/Designer
Zbrush	Photoshop	Mari
XGen	After Effects	Unity