

# Carl Vazquez

3D-Generalist  
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## Objective

To obtain a position as a 3-D computer artist.

Specializing in Character Modeling and Environmental Modeling.

## Education

School of Visual Arts, New York, NY

Bachelor of Fine Arts May 2009: Computer Art, Animation and Visual Effects

## Proficient in following Applications

Autodesk Maya  
Pixologic Z-Brush  
Adobe Photoshop  
Adobe After Effects  
Adobe Illustrator  
Autodesk Motion Builder  
Vicon Blade/IQ  
Autodesk Mudbox

## Primary Skills

3d Modeling  
3d Texturing  
3d Animation  
3d Dynamics  
3d Compositing  
3d Motion Capture  
2d Photography

## Professional Experience

Freelance Vector Artist: Thomas the Train Engine; Vector line tracing of 3d elements, coloring, shading. (Summer 2009)

Intern to Freelance, 3D Generalist: Galaxy 61 Animation and Design, Brooklyn, N.Y  
3D Modeling previz elements, full 3d background sets modeled, textured, rendered, character tracking, character rendering/managing. (Fall 2009)

