

CRISTÓBAL APARICIO

CV/RESUME _ 3D MODELER

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SKILLS

HIGH/LOW POLY MODELING
CHARACTER DESIGN
UV MAPPING
TEXTURING
LIGHTING
RENDERING

MAPS: DISPLACEMENT, DIFFUSE, NORMALS...
SKINING & ANIMATION
DRAWING & SKETCHING
DEEP KNOWLEDGE IN HUMAN AND COMPARED ANATOMY
CLAY MODELING
PAINTING (OIL, WATERCOLOR, MIXED TECHNIQUES)

SOFTWARE SKILLS (PRINCIPALS)

3D - Z BRUSH/MUDBOX/3DS MAX/V RAY/UV LAYOUT
2D - PHOTOSHOP
VIDEO & COMP. - AFTER EFFECTS/PREMIERE/NUKE

WORK EXPERIENCE

3D GENERALIST	PROMOCIONES Y SERVICIOS MN99 (MADRID, 2009 - 2014)
3D GENERALIST	PSICOSOFT (MADRID, 2009)
3D GENERALIST	ACUCER SERVICIOS Y MANTENIMIENTOS (MADRID, 2004 - 2009)
3D ANIMATOR [FREELANCE]	CSIC (MADRID, 2005)
3D ILLUSTRATOR [FREELANCE]	IGME (MADRID, 2005-2006)
3D ILLUSTRATOR [FREELANCE]	MUY INTERESANTE JUNIOR MAGAZINE (MADRID, 2006)
3D ILLUSTRATOR [FREELANCE]	EDELVIVES (MADRID, 2004)
3D ILLUSTRATOR [FREELANCE]	ARALIA XXI (MADRID, 2005)



EDUCATION

BACHELOR IN FINE ARTS [UNIVERSITY OF SALAMANCA/SPAIN/1998-2003]

NUMEROUS EXHIBITIONS [INDIVIDUAL & COLLECTIVE]

INTERESTS & HOBBIES

INDEPENDENT ARTIST [DRAWING TECHNIQUES]
FITNESS TRAINING [EXPERIENCE AS MUSCLE DEVELOPMENT TRAINER]
BIKE