



# ARMANDO ROJAS TORRES

## 3D ARTIST/ANIMATOR/MODELER / RENDERER

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🌐 armandort.com

### SOFTWARE (EXPERIENCE)

Autodesk Maya (High)  
MotionBuilder (High)  
Quixel SUITE (High)  
Substance Painter (High)  
Adobe Premiere Pro (High)  
Adobe After Effects (High)  
Adobe Photoshop (High)  
Adobe Illustrator (High)  
3ds Max (Medium)  
Z brush (Medium)  
NukeX (Medium)  
PFTrack (Medium)  
Unity (Beginner)  
Unreal Engine (Beginner)  
Fusion 360 (Beginner)  
Rhino 3D (Beginner)

### SKILLS

Pre-Visualization  
Layout  
3D Modeling  
Motion Capture  
Animation  
Fast-Paced Worker  
Team Player  
Fast Learner  
Adaptable  
Resourceful  
Self-Motivated  
Project Management  
Communication  
Storytelling  
Computer Graphics  
Problem Solving  
Cinematography  
Staging  
Motion Graphics  
Video Editing  
Bi-lingual (Spanis/English)

### PROFILE SUMMARY

Passionate and resourceful Animation professional, with vast experience in 3D Animation, pre-visualization, layout, 3D Modeling, Lighting and Texturing, and Rendering. Advanced experience with CG software and principals, and collaborating in a team environment. Advanced knowledge of animation principals, pacing, character weight in animation, camera composition and movement, rough effects, and character staging. High knowledge of polygon modeling, edge-flow, and polycount requirements for Cinematic and Videogame production. Strong ability to contribute to a collaborative environment. Always meets and exceeds production expectations.

### EDUCATION

*The Art Institute Of California - San Diego, San Diego, CA*  
*Bachelor of Science - Media Arts & Animation Grad December 2018*

### CREATIVE EXPERIENCE

**Freelance Video production/ Art Direction:** March 2020 - Current  
Provide Artistic Direction and Guidance, as well as edition and video creation for any motion and still media used by independent clients on their Social Media.  
Programs Used: 3D Software(Maya, Motion Builder, Quixel Suite) Adobe Suite (Photoshop, Indesign, Illustrator, Premiere Pro, and After Effects.)

### Freelance Pre-Vis Artist August 2019 -October 2019

Provided pre-vis of a sequence in a storyboard for an independent artist. Completed using Autodesk Maya, Adobe Photoshop, and Quixel SUITE

### Producer/Pre-Vis Artist July 2018 - September 2018

Producer and Pre-vis artist for an animated short for the animation studio class. Provided direction and collaborated with the Modeling team to gather all assets. Translated storyboards and scripts into digital sequences, shots, and cinematics. Collaborated with the Animation and lighting teams to aide in the process, and efficiency. Completed using Autodesk Maya and Adobe Photoshop.

### Director/Producer/Pre-Vis Artist July 2017 - August 2017

Created and directed an original short. Developed pre-vis to determine what shots were needed, produced, and edited footage to deliver the final product. Completed using Autodesk Maya, Adobe Premiere Pro, and Adobe After Effects, Quixel SUITE