

Juan Hinojosa

3D Artist

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Portfolio: <http://juanderbread.carbonmade.com/>

Artstation: <https://www.artstation.com/artist/juanderbread>

LinkedIn: <https://www.linkedin.com/in/juanderstruck>

Summary

I'm a 3D Artist always looking to make amazing art.

Goals: I'm seeking an environment that will challenge and inspire.

Specialties: Low Poly modeling, High Poly modeling, Normal Map Baking, UV Mapping, Texturing

Experience

Prop Artist / Internal Outsource Artist: Ready at Dawn Studios

August 2012 – June 2015 PS4 exclusive - The Order: 1886 <http://readyatdawn.com/>

Prop Artist I am responsible for:

- Communicating with concept artist and environment artist to determine what our prop needs are.
- Low / High poly modeling of environment props.
- Setup, optimize, effectively process and export assets into a game engine.
- Assign Integration duties to internal artists when required.
- Pinpoint, troubleshoot, and correct problems with art assets.

Internal Outsource Artist I'm also responsible for:

- Maintaining, managing relationships with external Outsource Artists / Vendors and act as primary point of contact for expedient communication.
- Work closely with Art Director, Lead Artists and Concept Artists to establish quality art guidelines for Outsource assets and that these guidelines are followed.
- Establish testing procedures and quality vetting for new outsource contracts.
- Review incoming assets for visual quality and ensure all technical requirements are met.
- Develop, maintain, document and continually improve outsourcing procedures and pipeline.

CA at GDC San Francisco

2009-2012

- CA Associate

QA Tester at THQ Digital Phoenix

June 2010 - May 2011 Shipped Titles: Smack Down Vs. Raw 2011 and WWE All-Stars

- Bugged issues into the DevTrack system Tested several other game genres on all current system platforms.

Tech Associate at The Art Institute of Phoenix

February 2007 - April 2010

- I Assisted students and teachers with any technological needs.
- I also constantly updated any new hardware or software.
- Involved in setup operations for any school event.

Cultural Liaison at District 112

September 2005 -December 2006

-Native English and Spanish speaker involved in several district wide translations and Educative Cultural Programs. Provided direct service to students and facilitated communications with parents or any other authoritative figure. I acted as a resource to teachers, administrators and other staff regarding culture, heritage and backgrounds of students and families with different ethnic backgrounds. I also interpreted for parent/teacher conferences, due process education meetings and for student assessments as needed.

Languages

Spanish

Programs

Maya 2014

3D Studio Max

Zbrush

Photoshop

xNormal

Quixel

Substance Designer

Jira

Perforce

Devtrack

Education

Art Institute of Phoenix

BS, Game Art and Design, 2007 - 2010

Activities and Societies: SGDA

Interests

Art, 3d Modeling, Spending time with my Family, Video Games, Hiking, Swimming, Golfing, Frisbee Golf, Bowling