



# ALEJANDRO Valle

CG Artist/3D Generalist

## Who am I?

Hi I'm a passionate professional CG artist with almost 15 years of experience in the entertainment industry. Creative, hard working person, who dreams in participating in the best productions all around the world. Always in constant development so I can achieve my goals, one of them, be among of the greatest artists in the world...

## PERSONAL INFO

### ADDRESS:

Mexico City, Mexico

### WEB PAGE

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### LinkedIn:

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## SKILLS

- I have a great drawing skill.
- Creative
- Meticulous
- I like high quality in my work
- Self- started
- Teamwork
- Looking for excellent
- Work under pressure
- Hard working person
- I'm always in constant development in high-tech CG software

## EDUCATION

### 2000-2006 Degree in Graphic Design

Puebla, Pue. México *Universidad Madero*

### 2005 Professional 3d Animator

Mexico City-Mexico *Eunoia School*

With certifications by \*Alias WAVEFRONT

\*Learning Maya Introduction

\*Character Rigging and Animation

\*Maya Dynamics

Graduation Diploma by Eunoia School

### 2005 Motion Builder certificated

Mexico City-Mexico *Eunoia School*

### 2006 Seneca@Eunoia /certified training certificate

**Full Movie Quality Character Development**

Mexico City-Mexico *Seneca College*

### 2010 Master class with Keith Lango

Mexico City-Mexico *Universidad Iberoamericana*

### 2018 Diploma in Digital Illustration

Mexico City-Mexico *Academia de San Carlos FAD*

### 2019 The Foundry Nuke course

Mexico City-Mexico *ESCENA animation School*

More Education...

### 2004 Intensive English High Intermediate

San Antonio, TX-USA *San Antonio College*

### 2004 English Language Proficiency Course

San Antonio, TX-USA *UNAM campus San Antonio*

### 2012 Intensive English Course

Fullerton, CA-USA *Language System International*

**Pluralsight and gnomon subscriptions since 2016**

## SOFTWARE

Maya  
Vray, Arnold, Mental ray,  
Xgen, FumeFx, Mash, etc.

Zbrush

After effects

Realflow

Photoshop

Nuke

Substance Painter

Illustrator

Vue

Motion Builder

## WORK EXPERIENCE

2008-2016  
Mexico City-  
Mexico

### **METEORO DIGITAL** ([www.meteorodigital.mx](http://www.meteorodigital.mx))

Director of 3D Department

I was the only person in charge of the CG area. I created all the 3D contents for all our different projects during almost 8 years. Projects like commercials, graphic packages for TV shows (primetime TV Shows here in Mexico), government videos, vfxs for short films, and more...

All the work was made within high quality standards and productivity, necessary for the complete satisfaction of the client. Making use mainly of innate creative capacity, developing the skills and abilities acquired through constant work.

During my time working at the studio, we were distinguished with different awards from the association of Mexican publicity like best 3D animation for institutional video; as well as acknowledgments from the different governments we work with. Besides a TV program dedicated to the publicity in Mexico made an entire episode about our contribution and hard work to the industry.

2016-present  
Mexico City-  
Mexico

### **KAIJUS VS ROBOTS S.A de C.V.**

Director of 3D Department

I'm in charge of the 3d department and I have the responsibility of making all the 3d content for the different productions we have at that moment by myself. That includes projects like CG for motion pictures (modeling, rigging and animation, shading and texturing, dynamics, lighting and rendering), commercials, video mapping, and graphic content for concerts of famous artists here in Mexico. As 3D Generalist Artist at the studio I have to have the most possible knowledge of each area that constitutes CGI. For that reason, I work with multiple softwares and every day I keep development my skills by watching and learning from tutorials

Freelances:  
Mexico City-  
Mexico

### **TV AZTECA**

Freelancer

I create of all kind of 3D content for the different productions like broadcast, soap operas, Kid TV programs (Disney club), sports, etc. Successfully deliver all the work in time in spite of the very, very short time that I had to work with, because they were contents that were about to go on air within in a few hours. Here is when I realized how fast I can work!!

### **KAMIKAZEE STUDIO**

Freelancer

Based on a script I worked doing modeling, rigging, animation, texturing, shading, lighting and rendering of 3D characters, environments, pros as well as making simulations of dynamics like fire, water, smoke, etc. Mainly video mapping projects with stunning results.

### **MULTIVISION AUDIOVISUAL**

FreeLancer

I worked on very exciting and demanding video mapping projects due to amount of high detail and quality models for very important brands like Mercedes Benz and Pepsi. In the case of Mercedes Benz, I modeled the F1 Petronas motorsport car among others...

### **GATO PELUDO**

FreeLancer

Due my high standards of quality, responsibility and their trust and satisfaction on my work in having it done in time no matter what, this is one of my constant clients for more than 10 years.