

Francisco J. López Jiménez

Digital Artist

México, CDMX

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Professional experience

- **Since September 2016**
ILLUTIO - CDMX : 3D Modeler
3D Artist Modeler and Designer for Entertainment, Aumented Reality, Virtual Reality and Advertising Campaigns..
- **September 2016 - February 2017**
Videos 360 MX - CDMX
Visual Content Editor and Composer for Various Advertising Campaigns
- **Since January 2014**
Freelance - CDMX
3D Modeler, video editing, motion graphics, Vfx, photography, video maker.
- **January 2014 - February 2014**
CDMX : Video maker
Publicity video maker..



Capabilities

Software

- **3D Representation**
Autodesk Maya, Pixologic Zbrush, Cinema 4D
- **Video Editor**
Adobe Premiere, Final Cut Pro
- **Image and Video Composition**
Adobe After Effects, The Foundry Nuke, Adobe Photoshop
- **3D Illumination**
Autodesk Maya, Cinema 4D
- **Animation and Motion Grapichs**
Autodesk Maya, Cinema 4D, Adobe After Effects
- **UV Textures/ Shading**
The Foundry Mari, Adobe Photoshop, Autodesk Maya, Cinema 4D

Languages

- **English**
TOEFL 537 points



Education

- **2011 - 2016**
ITESM - CCM
Degree in Animation and Digital Art.
- **2016 - 2016**
COCO School- Spain
Double Expert in Modeling, Shading, Lighting and VFX
- **2015 - today**
Autodesk - CDMX
Autodesk Maya Certified User



Personal Interests

