

RESUME

3D ARTIST JAN 2021-JAN 2023

VIDEOGAME DEVELOPMENT

INTERNSHIP CGBOT MAY 2021

3D GENERALIST JUNE-AUGUST 2021
@CGBOT MONTERREY VIDEOGAME STUDIO

PIPELINE
HP/LP/LOD/BAKES/TEXTURES/ANIMATION/COMP

FREELANCE PROJECTS

YOUTUBE CHANNEL - RENDER RONIN STUDIOS

MODELING/TEXTURES/LIGHTING/CINEMATICS/VIDEO EDITING

CHARACTER ARTIST FOR 3D PRINTING

CHARACTER MODELING/CUTS AND KEYS FOR 3D PRINTING/ PRINTING (SCALE AND PROPORTIONS) ANYCUBIC,PHOTON WORKSHOP.

3D MUSIC VIDEO - COSTA AZUL Artist @NAOS.Mex

PREPRODUCTION/CONCEPTART/MODELING/TEXTURES/LEVELDESIGN UE5/
LIGHTING/CINEMATICS. *FINAL YOUTUBE VIDEO EDITED BY CLIENT PARTIES.

TOOLS

MAYA/ARNOLD-2 YEARS

BLENDER-2 YEARS

ZBRUSH-2 YEARS

MARVELOUS DESIGNER-1 YEAR

SUBSTANCE DESIGNER-4 MONTHS

SUBSTANCE PAINTER-1 YEAR 6 MONTHS

UNREAL ENGINE 4/5-2 YEARS

MARMOSET TOOL BAG-10 MONTHS

DAVINCI RESOLVE-2 YEARS

PROTOOLS 210M-4 YEARS

B.BOX MATERIALIZE-2 YEARS

PHOTOSHOP-3 YEARS

AFTER EFFECTS-5 MONTHS

PREMIERE PRO - 5 MONTHS

3DSMAX - 5 MONTHS

COURSES

-FlippedNormals-Maya and ZBrush

-Unreal Engine Learning Path-
Becoming an Environment Artist in Unreal
Building better pipelines, Lumen Essentials,
Introducing Global Illumination, Lighting Essential
Concepts and Effects, Lighting for Architectural
Projects

Principles and Optimization for Real Time Projects
Optimizing Geometry for Real Time
Sequencer Training for Cinematic Shot Production

-Outgang - Character Art/Learning Path Member
-BlackmagicDesign-COLORGRADING DAVINCIRESOLVE17

INTEREST

Movies The Constant Gardener, The Thomas Crown Affair, Noroi
Games MGS Franchise, The Legend of Zelda, Resident Evil 4
Music JRock, Metal, Classical, Piano and Guitar
Sports Football, Swimming, Baseball
Photography and Fine Arts



CONTACT

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27.02.1990 Mexico City

Mexican

3D DIPLOMA

ESCENA ESCUELA DE AN-
IMACION Y ARTE DIGITAL
MAYA/ZBRUSH/ANIMATION

STARTING MASTER IN VFX

COCOSCHOOL FEB 2023

LANGUAGE

ENGLISH - IELTS 2013

FRENCH - INTERMEDIATE

JAPANESE - N5

SPANISH - NATIVE

SKILLS

KNOWLEDGE OF PHOTOGRAPHY,
LIGHTING AND COMPOSITING.
COLOR GRADING.
CHARACTER MODELING.
COLOR THEORY AND TEXTURING.
VIDEO EDITING.
SOUND RECORDING, MIXING AND-
DESIGN.



LUIS GABRIEL TREJO JUAREZ

PORTFOLIO

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- www.artstation.com/lugajuarzt
- www.elatlas.mx/LuisGabrielTrejoJuarez
- vimeo.com/user159543645

ABOUT ME

I'm a 3D artist with sound design background and color grading knowledge. With a growth mindset with continuous research and training with each personal and professional work. I consider myself an intuitive person that relate with others easily, active listening and with good judgment. Always having fun about audiovisual content creation driven by passion.

EXPERIENCE

3D ARTIST JAN 2021-DEC 2022
 VIDEO GAME DEVELOPMENT
 INTERNSHIP CGBOT MAY 2021
 3D GENERALIST JUN-AUG 2021
 @CGBOT MONTERREY VIDEOGAMESTUDIO

FREELANCE PROJECTS
 YOUTUBE CHANNEL RENDER RONIN

CHARACTER ARTIST FOR 3D PRINTING - INSTAGRAM@LUGAJUARZT
 SOCIAL MEDIA ADVERTISING - PINTURA KALI ANIMATION @AGLTULLAN

3D MUSIC VIDEO - ARTIST @NAOS.MEX

AUDIO ENGINEER
 SOUND DESIGN, DIALOGUE EDITING AND MIXING
 CENTRO DE CAPACITACION EN ARTES AUDIOVISUALES
 NOV 2019 - MAY 2020 @ESTUDIOS GALAZ CEO. GALILEO GALAZ

LIVES SOUND AND AUDIO SUPPORT
 @XLR10 PRODUCCIONES A.E. FELIPE GONZALES CAMARENA

ADMINISTRATIVE AREA
 HEAD OF PURCHASE AND INVENTORY CONTROL
 ASSISTANT OF LOGISTICS OPERATIONS
 TINTAS Y PINTURAS TULLA S.A. DE C.V.
 JUL 2012-JUL 2016 / JAN 2017-FEB 2021 @AGLTULLAN

PRICING EXECUTIVE
 PRICE ANALYST AND INTERNATIONAL FREIGHT QUOTES
 JOINT AND CARGO INTERNATIONAL - FREIGHT FORWARDER
 AUG 2016-NOV 2016 @JOINTANDCARGO L.C.I. SOTOMAYOR JAUN CARLOS

DIGITAL ART JR.
 PHOTOGRAPHY AND COMP 2008-2010 V.M. MANJARREZ ONLINE.COM

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EDUCATION

MASTER IN VFX (ONLINE) COCO SCHOOL-MEXICO
 FEB 2023-JUN 2024

3D DIPLOMA MAYA/ZBRUSH/ANIMATION
 ESCUELA DE ANIMACION Y ARTE DIGITAL 2021

VIDEOGAME 3D ARTIST
 CGBOT MONTERREY MAY-AUG 2021

AUDIO ENGINEERING DIPLOMA - AES MEMBER
 AVID PROTOOLS 210M CERTIFICATE
 COLLEGE SALA DE AUDIO - JUN 2018-OCT 2019

MUSIC COMPOSITION
 UNFINISHED COLLEGE 4 SEMESTERS
 COLLEGE OF MUSIC FERMATTA 2013/2014

BACHELOR OF INTERNATIONAL COMMERCE
 UNIVERSIDAD DEL VALLE DE MEXICO 2008-2012

TOOL

2 YEARS	BLENDER/MAYA	MODELING/RENDERING
3 YEARS	PHOTOSHOP	CONCEPT/COMPOSITING
1.5 YEARS/4 MONTHS	SUBSTANCE PAINTER/DESIGNER	TEXTURES
1 YEAR 10 MONTHS	UNREAL ENGINE 4/5	LIGHTING/CINEMATICS
1 YEAR 6 MONTHS	ZBRUSH	DIGITAL SCULPTING
2 YEARS	DAVINCI RESOLVE 17	VIDEO EDITING/COLOR
10 MONTHS	MARVELOUS DESIGNER	CLOTH MODELING
4 YEARS	PROTOOLS 210M	RECORDING AND MIXING

LANGUAGE

ENGLISH - TOEFL/IELTS
 INTERNATIONAL HOUSE MEXICO

FRENCH - INTERMEDIATE
 ILSC MONTREAL, CANADA - 2 MONTHS
 COLLEGE UVM - 2 YEARS

JAPANESE - BASIC N5

SPANISH NATIVE

