

Jesus Izeta

3D Character Artist



Jesusart.3d@gmail.com

ABOUT ME

Creating characters is my passion, I focus on anatomy, strong structure, detailed textures and a refined silhouette. I love doing likeness sculpts, sculpting face and clothing. My core values include a strong work ethic, with respect and belief in my peers. I wish to join a great team in which we can expand and share our knowledge.

WORK EXPERIENCE

Delusion Arts Mexico City November 2015 - January 2017

Character Artist

Responsible for creating in game characters and the main character for the "Behind You" game trailer.

Delusion Arts Mexico City November 2015 - January 2017

Prop Artist

Modeling and texturing environment props for "Behind you" in game assets.

ILCE (Latinoamerica Communication and Education Institute) May 2015 - Nov - 2015 Mexico City

3D Generalist

Social and professional services for print/web content and graphic design, 3D modeling/animation, and video editing.

EDUCATION

Universidad del valle de México September 2010 - December 2014 Mexico City

Interactive Technologies Engineering and Digital Animation

4 year program wich included traditional arts, 3D modeling, animation and VFX compositing.

Included engineering component, scripting and creating games in engine.

Alexandre Troufanov Mentorship (Online) January 2016 - March 2016 Mexico City

8 week professional workshop with senior character artist Alexandre Troufanov and one on one mentorship. An intense learning experience which gave me solid skills for character creation.

Vanarts - Vancouver Institute of Media Arts March 2016 - March 2017 Vancouver B.C. Canada

Diploma in Game Art and Design

One year program focused on skills used in production of video games.

Game Art Institute December 2016 - March 2017 (Online) Vancouver B.C. Canada

12 week professional class with senior character artist from Epic Games, Adam Skutt.

This class was all about high level quality character creation, focused on realistic character sculpting, texturing, and hair creation for games.

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SKILLS

3D Sculpting
3D Modeling
Texturing 3D/2D
Anatomy
Lighting
Rendering

LANGUAGES

Spanish (Native)
English (Fluent)

SOFTWARE

3Ds Max
Maya
Xgen
Zbrush
Photoshop
Illustrator
Quixel Suite
Substance Painter
Mari
xNormal
Marmoset Toolbag

REFERENCES

Julio Nicoletti

3D Artist at Capcom Vancouver
nicolettijulio@gmail.com
6049966909

Alexandre Troufanov

Senior character artist at Ubisoft Montreal
atfx@hotmail.com

Nicholas Tay

Creative Director
Gup Gups Limited
nick.tay@gupgups.com

Joe Crawford

Instructor, Vanarts(Vancouver Institute of Media Arts)
604-866-30-50
joe@teaching3d.com