

JULIO CESAR MENDOZA GONZALEZ

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SKILL & ABILITIES

CRITICAL EYE
ORGANIZED
TEAMWORK

TROUBLESHOOTING SOLVE
EFFICIENT
DEDICATED

WORK EXPERIENCE

My first job was in 3D "Los Hijos de su Madre", where I worked as a modeler. Later I had the opportunity to work in the company "Aquelarre" as assistant animation. After that, I joined "Monster GC" covering a position as assistant lighting and rendering, then work on "The Filter FX" in the areas of modeling, lighting and render. I currently work at the company Imagica, covering the area of lighting.

Throughout my career I have learned to can deal with different areas of 3D. So I developed knowledge of lighting and rendering and modeling skills strengthened. In turn, I am counting on the ability to work in teams and development in it. Be quick solutions go according to each situation

Los Hijos de su Madre
marzo de 2007 – agosto de 2007

Aquelarre
January 2008 – July 2008

Monster GC
May 2009 – January 2010

The Filter FX
May 2010 – April 2014

Imagica
April 2014 – Today

TECHNICAL SKILLS

LIGHTING
VRAY
3D MODELING

MAYA
XSI
TEXTURING

ZBRUSH
PHOTOSHOP



<http://vimeo.com/65719961>



<https://mx.linkedin.com/in/juliomego>