

Luis Arturo Gil

3D Modeler, Texture Painter and Lighter

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Education

- **VANCOUVER FILM SCHOOL**
Diploma 3D Animation and Visual Effects | Enero 2016 – Enero 2017 |
- **INSTITUTO TECNOLOGICO DE MONTERREY CAMPUS CIUDAD DE MEXICO**
Licenciatura en Animación y Arte Digital | Agosto 2010 – Mayo 2015 |

Skills & Abilities

SOFTWARE

- Autodesk Maya
- Nuke
- Zbrush
- Premiere
- Mudbox
- Shotgun
- Adobe Photoshop
- Adobe Illustrator
- After Effects
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SKILLS

- Environment Modeling
- Characters Modeling
- Organic Modeling
- Hard Surface Modeling
- Texturing
- Digital Painting
- Digital Sculpting
- Lighting
- Editing
- Assembling
- Setdress

Experience

GRAPHIC DESIGNER | IDEOFOTOCCLICK | MAY 2012 – OCTOBER 2015

- Video Editor
- Web Designer

3D MODELER | CGBOT | JUNE 2017 – OCTOBER 2017

- 3D Modeler for Videogames
- Textures for Videogames

3D GENERALIST | HUEVOCARTOON | OCTOBER 2017 – CURRENT

- 3D Modeler
- Assembling Artist
- Setdress Artist

References

MIKE MONKS – SENIOR INSTRUCTOR – VANCOUVER FILM SCHOOL

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TERRAL BURNETT – SURFACING ARTIST - BARDEL

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