

Victor Cruz Vazquez

3D Modeler.

Birth Date : 7-May-1988
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Summary	As far i remember I´ve always like to design , create and model everything from vehícles,characters,scenarios. With children mind wihout any skill or acknowldgement . I spent hours drawing, sculpting, and making histories for characters and héroes in my mind. This lead me to start a learning journey for different skills and techniques to the date , for becoming a Digital Artist.	
Proffesional Sumary	My tradicional skills mixed with training in diferent areas of Digital Art , let me to perform avanced modeling. This mixed with profesional understanding of cameras allow me to stage animatics with a strong sense of motion an space.All this with a daily basis of practice and learning to strenght my skills. To deliver better and more profesional work.	
Professional Training	<div>Centro de Formación Profesional</div> <div>Escuela Trazos Madrid-España 2008-2010 http://www.trazos.net/</div> <div>Digital Film Career</div> <div><ul style="list-style-type: none">Graphic Design DTPCinema and TV RealizationMaster Autodesk Maya- Autodesk ATC (Autodesk ATC)Master Autodesk Motion Builder - Autodesk ATC (Autodesk ATC)Motion Capture ViconMotion Graphics for TVVideo Edition and Post-Production</div>	
Software	<div>Proffesional Training:</div> <div>Adobe Photosop</div> <div>Adobe Illustrator</div> <div>After Effects</div> <div>Adobe Premier</div> <div>Autodesk Maya</div> <div>Autodesk Motion Builder</div> <div>Avid Composer</div> <div>Apple Shake</div>	<div>Self Learned</div> <div>Blender 3D</div> <div>Sculptris (Primary Sculpting Tool)</div> <div>Unity</div> <div>Substance Designer</div> <div>Substance Bitmap2 Material</div> <div>Substance Painter</div> <div>Affinity Designer</div> <div>Affinity Photo</div>
Languajes	<div>Spanish: Native language</div> <div>English:Language spoken and written-self taught. Advanced conversation level</div> <div>90%Oral</div> <div>90%Written</div>	
Work Experience	<ul style="list-style-type: none">Realization of works, shortfil.spots mount, 3D architecture 3D, modeling organic – Escuela Trazos Madrid 2008-2010Modeling, Animation, Set lighting Chroma Keying for Prolet Teaser-Trailer-Digital Artis special mention - Escuela Trazos Madrid 2008-2010Elaboration of concepts visualizations, Animatics 3D freelancer for SUMA MKT - Mexico City 2011-2012 and holography for technology such as Vizoo and Dreamoc – Clients CK, Swatch ,Mini Pepe JeansRealization of Video, Titles Intro Animación 3D and 2D for interviews, press conferences, red carpet by co-creator of AppleHead Ink The Blog Mexico 2012- 2017Freelance 3d Artist 2015-20016Freelance 3D Artist 2016-2017 -Kelvin SA de CV : Modelling 3D characters from DC Comics & Looney Tunes with License for Official Plush Toys , project under Warner Bros SupervisionRemote 3D Artist Mouveup-France -2017-2018– France- As 3D Artist i model 3D assets such as props and enviroments for Augmented Reality App.	