Victor Helios Serrano Figueroa

Fifteen years as an illustrator

and 10 years of advanced user in maya, zbrush, photoshop, corel, painter, arnold, mental ray, and mocap with motion builder

employment as a cartoonist in a feature film exhibited in the comunity Jewish of New York

in charge of modeling, texturing and animating architectural reconstruction project of the first cathedral of the city of mexico

Studies: drawing of the human figure in San Carlos U.N.A.M. 3 years

AulaVirtual authorized training center autodesk: maya, motion builder.

School scene: zbrush, animation, acting

edumac: five refresher courses at Maya Autodesk

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