

Alexis Reyes

3D Modeler • Texture Artist • Lighting Artist • Rendering

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PROFESSIONAL SUMMARY

Skilled and versatile 3D Generalist with 5 years of professional experience creating high and low-poly characters and environments as well as 3D/2D textures. Have worked in CG animation production for television, film, games, and visual effects. Deep understanding of technical aspects of creating and manipulating assets for real-time 3D environments. Proven expertise in the digital arts including character and environment modeling, texturing, lighting/camera, animation, and rendering. Working well under pressure and meeting all challenging and mission critical deadlines.

AREAS OF EXPERTISE

Digital 3D character, environment, and prop modeling • Photorealistic texturing and rendering • UV-mapping techniques, bump maps/normal maps, and alpha channels • Experience with cartoon and realistic models • Knowledge of human and non-organic anatomy and composition • Familiar with different architecture forms • Maya • Photoshop • ZBrush • Mudbox • After Effects • Mental Ray • Headus

WORK HISTORY

Common Ground Media

2011

Responsible for CG project for new documentary directed by Bill Benenson

- Modeling all environments and organic characters for CG portion of the film
- Create lighting for each shot
- In charge of creating final renders for each shot
- Participate in production meetings with director, contribute ideas and suggest creative solutions to accomplish director's vision

Logan

2011

Modeling props for Apple commercial

Shilo

2011

Modeling laptop for Cox Communications commercial

Furious FX

2010

Texturing, lighting, and rendering for DC Universe game cinematic to be released on PS3 and PC

- Texturing characters, props, and environments including creation of texture shaders
- Create lighting per shot using Maya and rendering with Mental Ray
- Collaborate with other artists to create and manipulate assigned shots according to client's notes
- Report to CG Supervisor and attend project meetings

The Third Floor

2008 - 2011

Previs modeling and texturing for various film, animation and video game projects with previsualization clients including Disney, Blizzard, director Dean Wright, EA, Film44, Aardman, Sony Pictures, and others

Total Recall (2011) • Wizard of Oz (2011) • Battleship (2010) • Smurfs (2010) • 20,000 Leagues under the Sea (2009) • Arthur's Christmas (2009) • Mars Needs Moms (2009) • Atlantis Commercial (2009) • Freestyle Commercial (2009) • StarCraft, Blizzard Entertainment (2009) • Command and Conquer 4 video game cinematic for EA (2009) • Kingdom Come (2008)

WORK HISTORY CONTINUED

King and Country

2007 - 2011

Modeling Hi-Res environments and characters for national television commercials

- Modeling characters for *Dora, the Explorer* commercial (2011)
- Modeling environments and Ford logo for Ford F150 national commercial (2011)
- Modeling environment for The Food Network's *Diner's, Drive-Ins, and Dives* (2010)
- Modeling environment for The Food Network - *Ace of Cakes* (2009)
- Modeling props and environments for in-house project "The Ride" (2008)
- Modeling characters after The Food Network's hosts for *Season's Eatings* national TV spot (2007)

Director/ Producer VW Scheich

2009

Lead Modeler in post-production of independent live action short film "Wallenda"

- Modeling, texturing, and lighting of environments including props and early 20th German architecture
- Acted as team lead for all freelance modelers and participated in creative meetings

Below The Radar/ Red Square

2008

Modeling, animating, texturing, and tracking for NASCAR commercial

Ayzenberg

2008

Modeling Hi-Res phone for AT&T commercial

Jim Henson

2008

Modeling props and assets for Sid, The Science Kid cartoon series

Syndrome Studios

2007 – 2008

Modeling characters, props, and environments for a variety of music videos and commercials

- Modeling props for Danity Kane music video (2008)
- Modeling characters for in-house project (2008)
- Modeling Motorola cell phone for Boost Mobile commercial (2007)
- Modeling/ creating environments/ assets for KeKe Palmer music video (2007)
- Modeling and creating props for Swiss Beatz music video (2007)

Threshold Entertainment

2006

Modeling/ creating environments/ assets for feature film Food Fight

Pixel Liberation Front

2006

Modeling and texturing for the movie Iron Man. Creating environments/assets

Modeling and texturing for Forza Motorsport 2 video game cinematic

Moving Pixels

2006

Modeling/ previs for commercial

EDUCATION

The Art Institute of Fort Lauderdale, FL

Associate of Science, Computer Animation

- Course work also included illustration, graphic design, traditional sculpture and life drawing
- Awarded Best Digital Portfolio among all 2004 graduates

LANGUAGES

Spanish & English