

Sergio González

3D Visualization Artist

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www.sgviz.com

SKILLS

Modeling: low / high resolution polygon modeling, spline editing

Texturing: UV mapping, creation of diffuse / bump / displacement / occlusion maps

Lighting: final gather, global illumination, daylight systems, HDRI lighting

Rendering: scanline, mental ray, render editing / compositing

Animation: 3D flythroughs / walkthroughs, object rigging / animation

TOOLS

3ds Max	Photoshop	Illustrator	PowerPoint
Maya	After Effects	Word	Python
SketchUp	Combustion	Excel	C++

PROJECTS

Commercial building Full exterior of 'El Diario' (The Daily) building located in Chihuahua, Chih., Mexico, based on photographs

Auditory church Church building with large lobby and auditorium, created from AutoCAD drawings and basic sample renders

Animal hospital Exterior and interior of the Animal Health Care Center of Hershey in Hershey, PA, based on floor plans and photographs

Residential homes Front and back exteriors of ranch and carriage style homes, based on floor plans and sample images

Bedroom Interior 3D representation of a small bedroom

Cell chase sci-viz Scientific visualization of a white blood cell chasing bacteria, based on 16 mm movie from Vanderbilt University

ATTRIBUTES

Highly adaptable, self-starter, life-long learner, reliable group worker, respectful and resourceful, experienced public speaker, bilingual (English / Spanish)

EDUCATION

BA in Media Arts & Design - Mt. Sierra College - Monrovia, CA - Magna Cum Laude - 2009