Cesar Guevara

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Summary

A digital modeler and sculptor based in NYC enjoying the journey through the VFX world. Experienced in both traditional and digital mediums, effectively integrating them in the creative process. A highly motivated individual who adapts quickly to new environments. In addition, works well in group settings, however, is equally productive and determined on his own. Applies strong problem solving capabilities in creative and technical aspects. He's a light-hearted individual with a hard working state of mind, always eager to learn and grow both as an artist and as a person.

Experience

Framestore, NY — Nov. 2016 – Feb. 2017

Junior Asset Technical Director
- CG asset modeling, texturing and look development for both commercial and internal projects.

Framestore, NY — Sept. 2016 – Nov. 2016

CG Intern
- CG modeler and look development

Framestore, NY — Jan. 2016 – Sept. 2016

Runner
- General office assistant, assuring the upkeep and maintenance of the office.
- Assisting directors and producers in projects ranging from handling equipment to gathering content for shoots.
- Providing, in office, client services.

Vaughn College, NY — Sept. 2015 – Dec. 2015

Adjunct Professor, Introduction to Modeling, Maya
- Provided students an in depth and functional understanding of the Autodesk Maya Interface.
- Emphasized methods for creating clean edge flow to produce 3D assets both in Polygonal and SubD modeling.
- Helped students implement efficient workflows to bring 3D assets to a rendered state.

212 DB, NY — Jan. 2013 – Sept. 2013

3D Animator
- Character animator for Play Gig-it.
- Contributed to the creation of a motion capture system implemented in the production pipline
- Character rigging

Animorphous, Inc., Ny — July. 2012 – Aug. 2012

3D Generalist
- Created real-time characters, including concept art, modeling, texturing, and sculpting.
- Rigged characters and animated characters for real-time puppeteering

Skills   Proficient in:

Autodesk Maya, Zbrush, Substance Painter, Substance Designer, Mari, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Arnold Renderer, Mental Ray, Traditional mediums: oil, acrylic, charcoal, graphite.

Education   School of Visual Arts   2010 – 2012

MFA Computer Art

St. John's University   2005 – 2009

BFA Illustration