



Andres Ayala

3D Modeler and Texture Artist

www.webnamehere.com
andresayala573@gmail.com

I am a 3d technical artist that specializes in modeling and texturing. I have worked on multiple films as an asset producer. I tend to do more modeling work, make the complex models or touch up models that have topology problems.

EXPERIENCE

PICK UP

Jan 2020 - May 2021

Lead Modeler

Lead modeler in the production, responsible for the assignment of assets to the modelers and giving feedback on their work.

Agjura

Sep 2020 - May 2021

Modeler and Texture Artist

Joined later in production to do texture work, but also did some modeling fixes.

Maneki

Jan 2020

Modeler

Modeled some assets for the production.

Kites Of Sumpango

Jan 2019 - Dec 2020

Lead Modeler

Oversaw the 3D models and gave feed back to the modeler on typology and on matching the art style of the production.

Caya

Sep 2019 - May 2020

Lead Modeler

First involvement with a lead role on a lager production. Was responsible to oversee all 3D models and made the more difficult or important objects for the production.

El Porton Mexican Restaurant

Oct 2017 - Nov 2020

Assistant Manager

Lead modeler in the production, responsible for the assignment of assets to the modelers and giving feedback on their work.

Education

Savannah College of Art and Design

Sep 2017 - Present

BFA in Animation

Learned 3D animation with a focus on technical animation primarily 3D modeling and texturing.