

JUAN MESA

3D Character Artist

- **Portfolio:** www.jmesa3d.com/
(305) 393-3355

juanmmesa@gmail.com

EXPERIENCE

Character Artist

Raven Software /MWR/ New IP /CODO/2016-Present

- Technical reviews, Integration, and internal head content development
- Supervises and supports character outsourcing deliveries from vendors.
- Ensures all incoming base heads and heads w/ headgear files are setup properly.
- Reviews overall head scale, position, and LODs
- Generates UI renders for loot pool and supports character patch and emblem work for each new loot drop.

Character Artist

Electronic Arts /NBA Live/2015

- Creating characters ensuring their proper human anatomy
- Modeling clothing constructions accounting for wrinkle behavior, proportion, silhouette and topology
- Preparing assets for physical simulations
- Interpreting 2D reference material to reshape it into 3D models with the adequate textures and surfaces

Environment Artist

Floyd County Productions / Archer season 6 and 5/Chozen season 1/2013-2014

- Worked closely with the Art Director to create 3D Models.
- Designed and developed lighting, FX Simulations and textures in a variety of styles.
- Created realistic background rendering concepts and production.

Autodesk Certified Instructor

Arts Digital Institute / 3DS Max/Maya / Z Brush/ 2013-2014

- Taught topics such as game design, Architecture, and 3D printing
- Motivated students to reach higher and develop a passion for 3D
- Designed a comprehensive curriculum for students to follow

Character Modeler

Winter Leaf Entertainment, LLC/ Dawn of Ascension/2013

- Responsibilities included: modeling, UV mapping, texturing of characters in both high polygon
- Handled technical aspects of character creation, such as pipelines asset integration.

Senior 3d Artist

Red Building Studios/ ALNO/13th Floor investments/400 Sunny Isles/2011-2013

- Worked with a multidisciplinary design team to create stunning visuals.
- Translated design ideas into 3D models.

SKILLS	SOFTWARE
<ul style="list-style-type: none">• High/Low Poly Modeling, Digital Sculpting• Texturing, PBR Workflow• Skinning, Rigging, Animation• Working Knowledge of Maxscript	<ul style="list-style-type: none">• Maya, 3DS Max, Zbrush• substance painter ,Photoshop, XNormal, UVLayout• Radiant, Unreal, CryEngine, V-Ray• Perforce• PC, XBOX ONE, PS4, PS3

EDUCATION

Academy of Art University /San Francisco, CA /2013

- Masters of Science (M.S) in Game Design and Development- Character Art

University of Central Florida/ Orlando/FL 2011

- Bachelor of Science (B.S) in Animation Art & Design

Florida Keys Community College/ Key West/ FL 2006

- Associates of Sciences (A.S) in Business Administration

HONORS/AWARDS

- **E3 Expo/NBA Live/2015/** Art work show case: Russell Westbrook 3D model
- **The critics' choice television awards/ 2014,2015/** Archer (FX) Best animated series