

Javier Blanco

Model/texture artist

CONTACT INFORMATION

Date of Birth: March 19, 1989
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HIGHLIGHTS OF QUALIFICATIONS

- o Strong drawing skills
- o Dedicated and meticulous
- o Strong understanding of real reference, shapes and space
- o Ambitious
- o Good balance between artistic and technical
- o Good team worker

SOFTWARE KNOWLEDGE

- o MARI
- o Zbrush
- o Maya
- o UV Layout
- o Vray
- o Photoshop
- o Nuke

WORK EXPERIENCE

May2017/May 2019 Texture Artist at ILM

Feb 2016/Feb 2017 Model/Texture Artist at Method Studios

Sep 2015/Feb 2016	Texture Artist at Digital Domain
Feb 2015/Sep 2015	Model/texture artist at Double Negative
2015	Model/texture Industrial Pixel
Dec 2014/Feb 2015	Texture Artist at Hydraulx VFX

AWARDS AND PUBLICATIONS

Highly Commended – Autodesk CG Student Awards 2015

Making of "The Beast" by Javier Blanco at Autodesk CG Student Awards

EDUCATION

2013 – 2014 Computer Animation, Visual Effects and Game Design Program at Think ; Tank Training Centre, Vancouver, BC, Canada

2007 – 2012 BFA, Fine Arts at University of Seville, Seville, Spain and Polytechnic ; University of ; Valencia, Valencia, Spain

LANGUAGES

English

Spanish

REFERENCES

Available upon request