



DAVID BANUELOS/3D Prop Artist

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DavidBanuelos.com

Summary

Graduated from the Art Institute of California-Orange County where I'm passionate about 3D asset development in creating and inventing 3D works for video games, animated movies, and animated TV shows or shorts that are required that attain to the projects environmental surroundings. I am experienced in areas that are relating to the setting of the story of the world building that takes place and utilized in gaming, animated movies, or TV show's that have 3D props relatable to the viewer.

EXPERIENCE

2017-2018

DREAM VACATION, UV DESIGN AND 3D PROPS

Created the props and sets needed to be UV mapped and textured as well as animating the final render.

2016-PRESENT

DELIVERY, DOORDASH

Deliver food to customers by receiving an order on the Dasher app on the phone to accept/not accept to make the order pickup and making sure all the food is accounted for to make the drop-off of customer's residential area.

EDUCATION

2015-2018

BACHELORS OF SCIENCE MEDIA ARTS & ANIMATION

THE ART INSTITTUTE OF CALIFORNIA-ORANGE COUNTY

SKILLS

- Maya (UV hard surface texturing)
- Zbrush (Hard surface/organic modeling)
- 3DS Max
- Adobe premiere pro
- Unity
- Mudbox
- Substance Painter
- Storyboard
- Collaboration
- 3D Blender

COMMUNICATION

<http://www.davidbanuelos.com/>

<https://davidbanuelos.artstation.com/>

<https://www.instagram.com/dbanuelos92/?hl=en>

<https://www.linkedin.com/in/david-banuelos/>

