



# DAVID BANUELOS

**3D Artist/3D Animator**

Work smarter, not harder. Part of the creative process of telling a story. Along the journey is to gain experience and knowledge from others, in turn, create visual ideas that present challenges and creativity with other peers along the way.

Very passionate to work with creative people that were all working towards the same goal in any career we choose.

## CONTACT

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## HOBBIES

Animation  
Creative writing  
Video editing

## EDUCATION

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### **Santiago Canyon College**

2019 - 2020  
Certificate in 3D modeling and 3D animation

### **All Orange County**

2015 - 2018  
Bachelor of Science in Media Arts and Animation

## WORK EXPERIENCE

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### **3D animator/3D artist**

2018–present  
Commission work involving character modeling, environment modeling, or vehicle modeling

### **Bastille Infini, platform game, 3D modeler**

Mar 2020–May 2020  
Modeled and designed the environment for the game using the Unity engine

### **Fox Heart, 3D modeler/story and game mechanics**

Jan 2020–Feb 2020  
Made in the Unity engine, helped create the story structure and environment for the game.

## SKILLS

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Unreal engine/Unity = **35%**

3D texturing = **75%**

Character/Object rigging = **25%**

3D modeling = **100%**

Photoshop = **25%**

Autodesk Maya = **60%**

Blender = **75%**

