

DAVID BANUELOS

3D artist/3D animator

CAREER OBJECTIVE

Creative and innovative 3D Artist with 6 years of experience with the ability to create professional 3D models for clients using digital media, tech, and even gaming industries. Giving to opportunity to leverage my skills from the technical, creative, to design and transform the clients concept to the final renderings and animated products.

PROFESSIONAL EXPERIENCE

June 2018–Present | California

3D artist/animator

- Design to develop and deliver art pieces for clients according to their specifications
- Refine and redevelop previous assets made to be less performance heavy
- Commission and freelance work for clients for various design and skill sets
- Align with the clients visual understanding and creative content for their satisfaction to deliver consistent and aesthetic quality


Mar 2020–May 2020 | Irvine, CA


3D modeler


- Helped the team model and create 3D assets and environment design in the Unity engine
- Worked with the team to help manage production design
- Designed a variety of assets both hard surface and environment to ensure proper scaling of assets and models in line with actual standards to the real world

RECENT PROJECTS

www.davidbanuelos.com

 (562) 441- 0144

 Dabmedia45@gmail.com

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

EDUCATION

2019/2020

Santiago Canyon College

Certificate of Animation,

Honors: *cum laude*

GPA: 3.6/4.0

April 2015-2018

Art Institute of California Santa

Ana, CA

Bachelors of Science in

Animation

RELEVANT SKILLS

- 3D Modeling
- 3D Visuals
- Texturing
- Animation
- Lighting
- 3D software
- Attention to detail