

D/B

David Banuelos

3 D A r t i s t

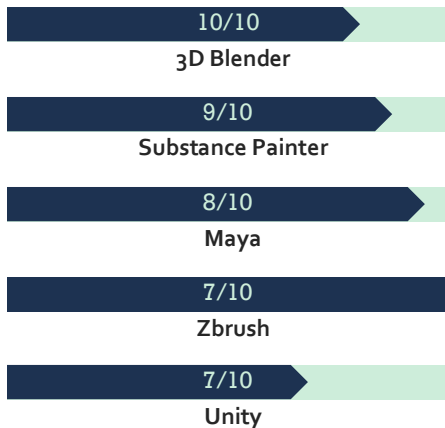
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A B O U T M E

Creativity is story, working towards it is the challenge. Ideas I have that have been a keen interest of 3D artistry of my creativity for years to challenge myself to create 3D environments or 3D assets that are part of the creative design.

Either creating Video games, 3D movies, or 3D television. There is always a story to tell and creativity to be seen has always been my passion to create and work with people together to tell a story but also to get through the journey about how a story is told. The attention to detail.

S K I L L S



E D U C A T I O N

Certificate in 3D AnimationModeling
Santiago Canyon College
2019-present

Bachelors of Science in 3D Animation
Art Institute of California - Orange County
2015-2018

E X P E R I E N C E

3D Assets/ 3D modeler

Foxheart/Global game jam/January 31st-February 2nd, 2020

Created a 3D platform game within 48 hours and assets needed to incorporate into the Unity engine as well as playtest and game mechanics.

- 3d Assets, UV unwrap, and 3D texturing
- Environment modeling and platforms all created in Blender 3D

Amazon Associate

Amazon prime/ Irvine, CA/ October 2019-January 2020

Create orders to be shipped to customers online.

3D animator/ 3D artist

Dream vacation/School project/ 2017-2018

College project created by students of both animation and 3D modeling.

- 3D props and environments that were UV unwrapped, textured, and lighted that was all rendered in Maya
- Animation the characters and camera sequence