

DAVID CASTILLO



I am a freelance 3d artist living in Orlando Florida. I've worked in hectic production environments with fast deadlines. Able to communicate with peers so that production pipeline is smooth. Adaptable to sudden changes in workflow when needed. When it comes to 3d modeling and design I work hard and I'm very driven for my art. I'm willing to learn new software and other methods in order to achieve the final vision that I desire.

REFERENCEES

JOANNE ADAMS

Instructor
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NATHAN GREEN

Senior Project Manager
407-733-1675

GABRIELLE GONZALEZ

Associate Show Designer
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MODELING CONTRACTOR ITEC ENT.

Orlando, FL
2015-2016

Assisted in the modeling, lighting, texturing, rendering, and animation of buildings and attractions. Learned new modeling and rendering software in order to meet fulfill design standards. Experimented with a current game engine. Helped designed attractions to project managers vision.

LIGHTING CONTRACTOR BIG DREAMER DESIGN INC.

Orlando, FL
2015

Created light rigs in Maya for several live productions as well as assisted in the rendering and compositing of said projects.

LEAD LIGHTER UCF

Orlando, FL
2011-2013

Had the problem of tackling lighting for a 3D short film GaiaSpora. Created light rigs from the ground up as well as researched rendering techniques. Collaborated with different leads as well as faculty to ensure the final quality of the lighting in the film meet their standards throughout



UNIVERSITY OF CENTRAL FLORIDA ORLANDO, FL

CHARACTER ANIMATION BACHELOR OF ARTS

From: 2010-2013

SEMINOLE STATE COLLEGE SANFORD, FL

DIGITAL MEDIA ASSOCIATES IN ARTS

From: 2007-2009



SKILLS

Modeling
Lighting
Rendering
Texturing
Compositing
Video Editing



LANGUAGES

Spanish

SOFTWARE

Maya
Adobe Creative Suite
Nuke
Mudbox
Sketchup
Unreal Engine
After Effects