ZAUL RODRIGUEZ

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Summary

- Highly motivated game art student seeking job opportunities in 3D modeling, organic modeling, or hard-surface modeling. Experienced in several modeling software as well as some experience in 2d software which would allow me to contribute to the industry as well as giving me the valuable experience in the field.
- •Able in both English and Spanish.

Skills

- Autodesk3DS Max
- Maxon Cinema 4D
- Autodesk Mudbox.
- Adobe Photoshop
- Autodesk Maya

Relevant Accomplishments

- Participated in the 24 Hour Challenge as a 2D Digital artist in the Art Institute of Tampa -2013
- Displayed work at AI Tampa Kids in the Hall gallery show, Bricks of Ybor 2013
- Participated in the 24 Hour Challenge as the background artist in a group animation 2012
- 3D Modeler for graduate project for designer vinyl toys 2011
- 2D Digital artist in the Image and Design gallery show at Escuela de Artes plasticas 2010
- Various freelance work 2009-2010

Education

High School Diploma Escuela Nuestra Señora de Valvanera - Coamo, PR, US	2008
Bachelor of Arts, Animaion Escuela de Artes Plasticas - San Juan, PR, US	2011
Started in 2008 and transfered to the Art Institute of Tampa on 2011	
Bachelor of Arts, Game Art and Design The Art Institute of Tampa - Tampa, FL, US Transfered in 2011 expected graduation in 2015	2015