ARNALDO ANDUJAR
Modeling · Sculpting · Texturing

CONTACT

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Please request via e-mail

ABOUT

Design

Gamer

PC Building

3D Printing

EDUCATION

SCHOOL OF VISUAL ART – NEW YORK, NY
BFA in Computer Art, Computer Animation, Visual Effects

Sep 2012 - May 2016

EXPERIENCE

HI FROM THE FUTURE, NY   •   MODELING
• Modeling and sculping realistic characters body part.
• Creating models for high value client.

Jun 2021 - Jun 2021
Feb 2020 - Feb 2020

METHOD STUDIOS, NY   •   MODELING
• Assigned to build a variety of models client commercials.
• Model clean up for Lidar Scans.

May 2021 - May 2021

TAILOR JAMES, NY   •   MODELING & LOOK DEV
• Responsible for designing a variety of products models for clients.
• Create style frames for client pitches.
• Designing realistic models for clients.

Feb 2020 - March 2020
Aug 2020 - Step 2020

HOPR, NY   •   MODELING & TEXTURING
• Designing stylized 3D props and environments for Google Fluter 2.0
• Character modeling for background characters.

Feb 2021 - Mar 2021

ALKEMY X, NY   •   MODELING
• Created relistiv models fpr high value cliens.
• Responsible for modeling and sculpting realistic creatures.

Dec 2019 - Dec 2019

MAJOR LEAGUE BASEBALL, NY   •   MODELING & TEXTURING
• Responsible for modeling and texturing characters and environments.
for MLB 'The Rundown' and NHL 'On The Fly' openings and transitions.

July 2018 - Sep 2018
Nov 2017 - March 2018

SKILL SET

• Modeling, Sculpting and Texturing

• Proficient with PC, Macs, Maya, ZBrush, Arnold, Redshift, Adobe Creative Suite,

Substance Painter, Marvelous Designer.

• Native in Spanish and fluent in English.