SKILLS

= SOFTWARE =

Audodesk Maya Adobe Photoshop Adobe After Effects Adobe Premiere ZBrush Autodesk 3ds Max Adobe Flash Toon Boom Harmony

₹ TECHNICAL

3D Modeling Animation a Graphic Design Video/Sound Editing Compositing Rigging Texture Design Storyboarding Retouching

<u> —</u> general <u> </u>

Bilingual (Spanish) Type 90 wpm Microsoft Office Windows O.S. Mac O.S.

LEONARDO SAN MARTIN

Leosnmrtn@gmail.com

702-572-6018

LSMFREELANCE.COM

 \equiv OBJECTIVE \equiv

CG artist looking to bring technical and learned skills into the professional world. Advanced modeling, animation, concept, design, and organizational skills ready for a well-oiled company pipeline.

=== EDUCATION ====

The Art Institute of Las Vegas

Bachelor of Science in Media Arts & Animation

Southeast Career Technical Academy

3D Modeling, Animation, Digital Game Development

September 2018 Henderson, NV

> June 2014 Las Vegas, NV

== PROFESSIONAL EXPERIENCE ==

Character Modeling Intern

GLOBAL GENESIS GROUP Character modeling for use in television February - May 2018 Henderson, NV

Graphic Designer

Sigma Delta Alpha Fraternity Inc.

December 2014 - Present Las Vegas, NV

== GENERAL EXPERIENCE ===

Security Dispatcher

LVCVA

Coordinate all emergency responses to the LVCVA

Traffic Attendant

LVCVA Customer service, cashiering, directing traffic

November 2018 - Present

June 2015 - November 2018

Las Vegas, NV

Las Vegas, NV