
JOSE E. ASTACIO JR.

OBJECTIVE:

3D Layout Artist position where my education, 3D experience, and leadership skills will be utilized.

SUMMARY:

- Proficient in Maya, Motion Builder, and Lightwave 3D
- Ability to Layout and create shots as specified by Director or Story Boards
- Able to model, texture, animate, and composite
- Ability to adapt to newer software in a pipe-lined production environments
- 3D Artist with proven ability to create 3D models efficiently and on time

COMPUTER KNOWLEDGE:

- Maya
- MotionBuilder
- Lightwave 3D
- Modo
- Digital Fusion
- After Effects
- Photoshop
- Boujou

EDUCATION:

DAVE School

Occupational Associates July 2004- June 2005

- Major: Digital Animation and Visual Effects

EXPERIENCE:

Sony Computer Entertainment America

3D Camera Layout Artist August 2010 – Current

Unreleased Title (Video Game 2012)

The Last of Us (Video Game Trailer 2011)

Uncharted 3 (Video Game 2011)

Infamous 2 (Video Game 2011)

Killzone 3 (Video Game 2011)

- Used a real time virtual camera rig (InterSense) to create cinematic shots
- Animated final cameras using Maya and/or Motion Builder
- Animated props, vehicles, and added Motion Builder effects to scenes
- Modeled, textured and did layout for scenes
- Adjusted Motion Capture animation
- Prepped scenes for next department

The Third Floor Inc.

3D Pre-Visual Generalist March 2010 - August 2010

Jack the Giant Killer (Movie 2012)

Battleship (Movie 2012)

Journey 2 (Movie 2012)

Immortals (Movie 2011)

- Modeled and textured 3D characters, sets, and assets
- Animation of Cameras per Storyboards.
- Animation of scenes per Storyboards
- Manipulated motion capture data for shots

Image Movers Digital

Directors Layout Artist/Generalist March 2008 - March 2010

Mars Needs Moms (Movie 2011)

Disney's A Christmas Carol (Movie 2009)

Yellow Submarine (Unreleased full feature Movie)

Unreleased Title (Unreleased full feature Movie)

- Modeled and textured 3D objects for real time in Motion Builder
- Set up scenes to work in a pipe-lined environment
- Rough 3D character animation
- Worked with Director in specific placement of objects in scenes
- Worked with Director for specific animation of Characters
- Manipulated motion capture data to specific needs of the Director
- Animated props to interact with characters
- Worked on set to make sure the actual built set matched the Virtual Set
- Prepped scenes for next department

Radical 3d

3D Generalist / Layout Artist January 2008 - March 2008

Animal Armageddon (TV series 2009)

Battle 360 (TV series 2009)

Dogfights (TV series 2007)

- Modeled and textured prehistoric dinosaurs
- Animated planes and ships according to actual events
- Broke out shots and rendered them
- Used Digital Fusion to composite shots

DreamWorks

Virtual Art Department CG Artist November 2007 - December 2007

The Adventures of Tintin (Movie 2011)

- Modeled and textured 3D environments
- Set dressed virtual environment
- Prepped virtual sets for motion capture

Radical 3d

3D Generalist July 2007 - November 2007

Dogfights (TV series 2007)

- Animated planes according to actual events
- Animated Final Cameras
- Broke out shots and rendered them
- Prepped virtual sets for motion capture

Lightstorm Ent.

Virtual Art Department 3d Artist November 2006 - July 2007

Avatar (Movie 2009)

- Created 3d models for environments
- Textured photo real environments
- Placed 3D geometry in Virtual Sets for motion capture

Universal Studios, Orlando FL

Freelance

September 2006 - November 2006

- Designed, Modeled, Textured Buildings
- Designed floor plans
- Animated light sequences for buildings.

Dave School

3D Artist

July 2004 - December 2005

- Worked on organized teams to create multiple movie shorts in a production environment
- Designed, Modeled, Textured, and Rigged characters
- Used After Effects to composite renders
- Lead a Team of Character Modelers to create characters from concept art.
- Lead a Team of Animators to animate multiple shots
- Volunteered to work on X-Men-“Dark Tide,” and “Runners”