

SALVADOR HERNANDEZ JR.

3D Generalist & Illustrator

SAN DIEGO, CA

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QUALIFICATIONS SUMMARY

Has 7+ Years in experience in creating Illustrations, Concept Designs and Pixel Art in programs like Photoshop, Clip Studio, and Aseprite. 2+ years of experience in creating 3D Models, Textures, 3D Animations in programs like Maya and Blender and is versed in setting up 3D assets for use for Unity. Works well with others in team environments and can adapt to styles not their own, while putting in the extra time and effort to meet their own personal standard of quality

SOFTWARE AND SKILLS

ADOBE PHOTOSHOP	3D ANIMATION
CLIP STUDIO	3D MODELING
ASEPRITE	TEXTURING
ADOBE PREMIER PRO	ILLUSTRATION
ADOBE AFTER EFFECTS	CONCEPT ART
AUTODESK MAYA	PIXEL-ART
BLENDER	LOGO DESIGN
UNITY 2020-2021	BASIC PROJECT LAYOUTING IN EXCEL
PLAYMAKER VISUAL SCRIPTING	SPEAKS ENGLISH AND BASIC SPANISH

EDUCATION

BA IN MEDIA ARTS AND ANIMATION at ART INSTITUTE OF CALIFORNIA, SAN DIEGO.

DEC 2017

Learned the fundamentals of the arts and animation, the animation production pipeline, and basics of various software's

EXPERIENCE

PROJECT LEAD/GAME DESIGN/3D MODELING/ANIMATION, PERSONAL PROJECT.

JUNE 2020- OCTOBER 2021

A personal project, where I conceptualized, modeled, animated, and programmed most of everything for an upcoming a Unity FPS game called "Bitter"

3D MODELING, COMMISSION.

JUNE 2021- APRIL 2021

Created a hi-poly recreation of a comic cover for a variant cover for a webcomic called "Diamond City Mega Drive".

INTERIOR PAGES, FRANKIE WHITE.

MAY 2020

A Commission to create two interior pages for "Project: Starless Dream" a Kickstarter indie comic

COVER ART/ INTERIOR PAGES, PERSONAL PROJECT.

MAY 2020

A personal project, where I made and sold a 14-page comic called "Gusto Ho, Chromonaut!"