 **LLOYD GARCIA**

 **3D ENVIRONMENT ARTIST**

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 **951.534.8631**

 **WORK EXPERIENCE**

**FREELANCE WORK 2D/3D Designs**

**3D Artist/Graphic Design** -Created 2D digital illustrations for shirts, posters and invitation/greeting cards

**September 2016 - Present** -Responsible for creating 2D and 3D logos for clients

-Created 3D mock ups for wedding/school ceremonies

-Worked with clients to create desired tattoo design

 -Animated 2D Flash designs for client websites

**LEGEND 3D, Inc. 3D FILMS**

**Stereo Conversion Artist**Legend 3D is an innovative stereoscopic and visual effects company. During my time here

**February 2014 - February 2015** I worked on feature films such as *The Amazing Spider-man 2*, *The Walk, Jupiter Ascending*,

 *Poltergeist* and *Insurgent (The Divergent Series)*.

-Self-prioritized large queue of work

 -Responsible for converting 2D images to stereoscopic 3D

 -Learned how to use and work with their patented proprietary 3D software

 -Worked and collaborated with the Lead Stereo Conversion Artist,

 Production Coordinator, and Stereo Supervisor to ensure efficient shot production

 -Participated in and completed additional tasks/special

 projects assigned by the Lead Stereo Conversion Artist

**FIRST CONTACT 3D ANIMATED SHORT**

**Lead Texture Artist** A student 3D animated short created within a span of 22 weeks with a small group of artist.

**January 2013 - June 2013**  -Modeled, unwrapped and textured several props/environments

 -Unwrapped and textured the antagonist

 -Set dressed, rendered and composited scenes in post production

 -Animated several dynamic scenes

**SWEET REVENGE 2D FLASH ANIMATED SHORT**

**Character Designer** This short was created at The Art Institute of the Inland Empire as a group project.

**October 2012 - December 2012** -Designed several characters and initial concept of story

 -Provided voice for an essential character

 -Animated multiple key shots

 -Created 2D assets for characters

**VICTORIA'S SECRET**

**Sales and Support Associate/Beauty Consultant**

**May 2015 - Present**

 **SKILLS**

**SOFTWARE**

Autodesk Maya, Photoshop, Illustrator, After Effects, Premiere Pro,

Zbrush, Mental Ray, SketchUp, Crazy Bump, Keyshot, Audition

**TECHNICAL SKILLS**

3D Modeling, Unwrapping, Texturing (Bump, Normal, and Specular),

Lighting, Rendering, Compositing, Digital Painting, Animation,

Motion Graphics, Basic Rigging, Sculpting