



# JULIO MEDINA...3D ARTIST

*Making characters come to life through a unique blend of artistry and technical mastery*

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## PROFILE

Rare 3d Modeler with a mix of artistic and technically-driven modeling techniques. Successful career as a lead 3d Artist for a leading global corporation. Lauded reputation for consistently creating high-quality models for gaming, television, film, print, and web. Great analytical skills, quickly anticipating rigging, deformation, and animation requirements—admired for 360° competencies.

Diverse skill building meshes to facilitate production, matching concept design and reference material. Leverage knowledge of anatomy, muscle dynamics, and kinesiology, further enhancing character modeling and rigging pipeline.

## SUMMARY OF QUALIFICATIONS

### → 3D MODELING

**Characters:** Primary and secondary organic characters (biped, quadruped, multi-ped, serpentine, avian); hard-surface characters (robots, androids, cars, airplanes, boats, mechanical devices).

**Hard Surface:** Prop and asset development for characters and environments (weapons, vehicles, tools, background elements).

**Environment and Digital Sets:** Hard-surface, organic elements, and dynamically driven effects-based objects.

**Blendshape Modeling:** Facial in-betweens, facial regional counter-balance, single, and multi-axis corrective blend shapes for character animation.

### → DIGITAL SCULPTING

Highly detailed normal map and displacement map generation, replicating aesthetic and dynamic form, shape, and line to enhance the 3d modeling pipeline.

## EDUCATION

### **Bachelor's Degree in Computer Animation**

Full Sail University, Winter Park, FL

### **Associate's Degree in Computer Animation**

Full Sail University, Winter Park, FL

GRADUATED WITH THE  
ADVANCED  
ACHIEVEMENT  
AWARD!



## COMPETENCIES

Character Modeling  
Hard-Surface Modeling  
Environment Modeling  
Digital Sculpting  
Blendshape  
Library Construction  
UV Mapping  
2d & 3d Texturing  
Project Management  
Global Staff Leadership

## AWARDS

Advanced Achievement Award (Highest Honor)  
Course Director's Award for Software Technology  
Course Director's Award for Character Modeling  
Course Director's Award for Object Perspective

## TECHNICAL PORTFOLIO

Autodesk Maya, Adobe Photoshop, Autodesk Mudbox, Pixologic ZBrush, Mental Images Mental Ray, Windows and Mac. Basic proficiency in Autodesk 3ds Max, Autodesk Softimage, Maxon Cinema 4d, Maxon Bodypaint, Apple Shake, Adobe After Effects, and headUs UV Layout.

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## EXPERIENCE & ACHIEVEMENTS

### → FREELANCE 3D ARTIST/3D MODELER | 2010 to Present [www.medinamodeler.com](http://www.medinamodeler.com)

Developed inspiring creations in 3d content development for film, gaming, television, and desktop publishing industries: modeling (Maya), Digital Sculpting (ZBrush), UV Mapping (Maya), Texturing (Photoshop and ZBrush), and Rigging (Maya).

### → 3D/ TECHNICAL ARTIST | 2008 to 2010 Sony Online Entertainment

Noted as a key leader, consulting management on global project scope. Forecasted timeline, monitored progress, meeting projected deadlines. Made recommendations, saving thousands in labor expenses and improved turnaround.

Conceptualized, automated, and systemized a proprietary archetypical character modeling and rigging development project, "Chimera." Key lead artist in the roll out of a new online 3D trading card game. Led asset development for PC, PS3 online games and film quality "Cinematics."

### → LEAD MODELER 3dh Entertainment | 2005 to 2009

Managed short and feature-film modeling pipeline. Produced character models with correct surface deformation, anatomy, shape, and form. Paired efforts with animation and story department, determined technical limitations and conceptualized props and environments. Rigged animation friendly characters and mechanical rigs, props, and environment elements for animators, lighters, and LODs for render wranglers.

### → TEXTURING/UV MAPPING

Implemented uniform displaced geometry to support texturing and UV mapping for characters, props, weapons, and environment components.

### → RIGGING/ SETUP

Built characters, props, and weapons for motion and acting. Engineered character archetype set for animation transfer and outsourcing companies. Constructed animation friendly characters and mechanical rigs.

### → PIPELINE

Managed modeling pipeline and supervised generalist modelers, set-up artist and interns: small team of outsourcers and 3rd party freelance partners.

Met with other department heads such as production manager, technical director, and visual effects lead to enhance modeling, rigging, and animations.

Conferred with animation and story departments to discuss and determine technical limitations.

THIS IS SO  
MUCH FUN!



COME EXPLORE  
WITH ME.



Television  
Film  
Print  
Gaming

## STRATEGY

In the 3d Modeling industry, a modeler is usually very artistic/creative or very technical. Julio is rare in that he possess an equal balance of creativity, technical prowess, and supervision skills. Julio needed a resume revamp to project his diversity. His industry is very competitive, we went with visual all the way and his unique blend of artistic and technical abilities is expressed through the use of his characters and a strategic layout along with achievements.

The layout was chosen to include a model by the artist and the borders that symbolize some form of architecture to represent a technical/engineering mind. The job seekers in this field need to rely on their technical abilities to create visual characters. Many think it is strictly visual but much coding and under the hood work goes on in order to provide what you see on screen. Julio further has experience across industries in television, film, gaming, and print which is unusual.