

# Benjamin Gonzalez

3D Modeler



## ABOUT ME

I'm a graduate from LaSalle college Vancouver, where I developed the ability to 3d model and draw concept art. I started working in Mexico when I was 17 as a Jr graphic designer, I moved to Vancouver a year later and learned how to communicate with people by working on retail. I strive to keep learning and improving my art and getting everything I can from people and life.



## EDUCATION

LaSalle College Vancouver

3D MODELING FOR GAMES AND ANIMATION  
DIPLOMA 2019 - 2021

- Learned basic and advanced modeling techniques with different softwares.
- Performed sculpting in zbrush and retopologized the mesh in maya.
- Painted and textured a mesh in substance painter.
- Created UVs in a model ready for shading.
- Developed art style and efficiency with different softwares.
- Created lights and cameras in a 3d scene.
- Used real time rendering to preview a textured mesh using Unreal and Blender 3d.

## SOFTWARE SKILLS



## WORK HISTORY

Starbucks

BARISTA DEC,2020 - FEB,2021

- Performed various tasks in a fast paced environment.

Hollister

BRAND REPRESENTATIVE JAN,2019 - MAR,2020

- Conducted client relationship and followed instructions.
- Helped to keep a tidy place and an inviting environment.
- Operated softwares used in store.

Unic Sport, Mexico city

JR. GRAPHIC DESIGNER 2016 - 2017

- Desinged shoes and logos.
- Researched trends using social media.
- Reported to leads for feedback.



## OTHER SKILLS

- Willingness to learn
- Attention to detail
- Creative
- Problem solving
- Fast learner
- Leader
- Great communication

## CONTACT



[WEBSITE](#)



[LINKEDIN](#)



[DEMO REEL](#)



[83BENJA83@GMAIL.COM](mailto:83BENJA83@GMAIL.COM)



[778-238-0757](tel:778-238-0757)



VANCOUVER, BC



References available  
upon request