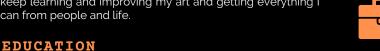
Benjamin Gonzalez

3D Modeler



ABOUT ME

Im 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.





WORK HISTORY

Starbucks

BARISTA DEC,2020 - FEB,2021

Performed various tasks in a fast paced evironment.

Hollister

BRAND REPRESENTATIVE JAN, 2019 - MAR, 2020

CONTACT

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WEBSITE

LINKEDIN

DEMO REEL

778-238-0757

VANCOUVER, BC

- 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.



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.

































OTHER SKILLS

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

