

CYNTHIA B HERNÁNDEZ RODRÍGUEZ

Ingeniería en Animación y Efectos Visuales

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About me

My experience ranges from working on the creation of 3D models and animations for an advertising campaign to generating three-dimensional objects based on conceptual art. In my previous role as a 3D modeler at an animation studio, I had the opportunity to collaborate with artists, designers, and other modelers to develop the project.

Experience

Mokiki Animation Studio - Puebla, Pue. | 3D Artist (Internship) | January-April 2022

Concept art proposals and 3D modeling and texturing of props (mid-poly) for a video game.

Centro Interactivo Mundo Futbol/Salón de la Fama - Pachuca, Hgo. | 3D Artist (Internship) | March-April 2021

Modeling, texturing, rigging, and animation of the company's mascot.

Skills

Software: Autodesk Maya – Advanced | Substance Painter – Intermediate | Marmoset Toolbag – Intermediate | Adobe Suite - Intermediate | Lumion – Intermediate | Medibang Paint Pro – Advanced | Unity – Beginner | Unreal Engine – Beginner | Visual Studio Code – Intermediate | Microsoft Office Suite - Advanced

Soft Skills: Self-taught | Adaptability | Teamwork | Creativity | Critical Thinking | Problem Solving | Time Management | Strategic Thinking

Languages: English - Advanced Level | Spanish – Native

Education

Bachelor of Animation and Visual Effects Engineering | Metropolitan Polytechnic University of Hidalgo - Tolcayuca, Hgo. | Sept 2018 - April 2022

Degree obtained: Bachelor's Degree

Oracle Next Education F2 T5 Front-End Program | Alura Latam | Sept 2023

ID: cea0e69f-5fa9-4b31-b285-7706e913ca81

URL: <https://app.aluracursos.com/program/certificate/cea0e69f-5fa9-4b31-b285-7706e913ca81>

First Certificate (FCE) | Cambridge University | 2017

Level: B2