

# CYNTHIA B HERNÁNDEZ RODRÍGUEZ

Animation and Visual Effects Engineer

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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