

**Javier
Issoglio**

**Product
Designer**



Portfolio

index

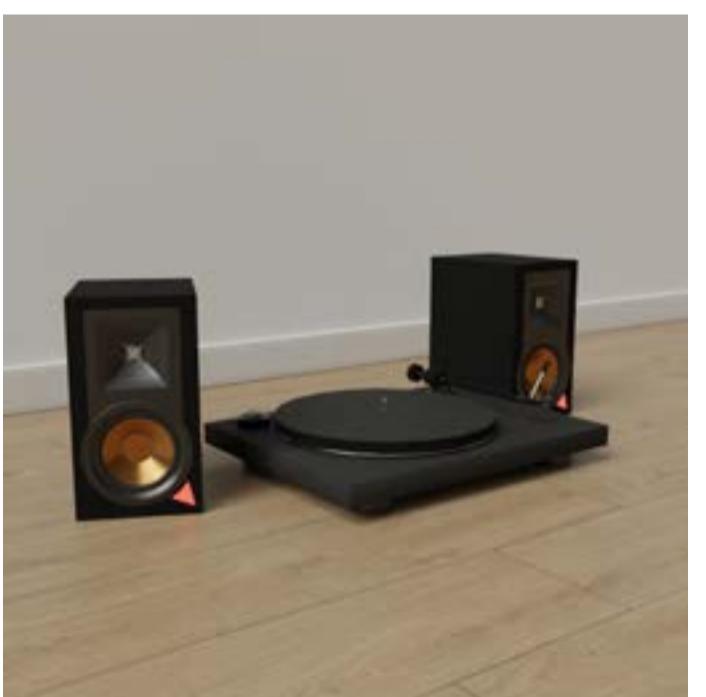
Qmarq

(Vinyl Verse)

December 2023 - May 2024

- Research / Concept.
- 3D Team Lead.
- 3D Low Poly - Modeling.
- Furniture and props creation.
- Textures/ Shaders.
- Unity implementation.
- Video Rendering.





Qmarq

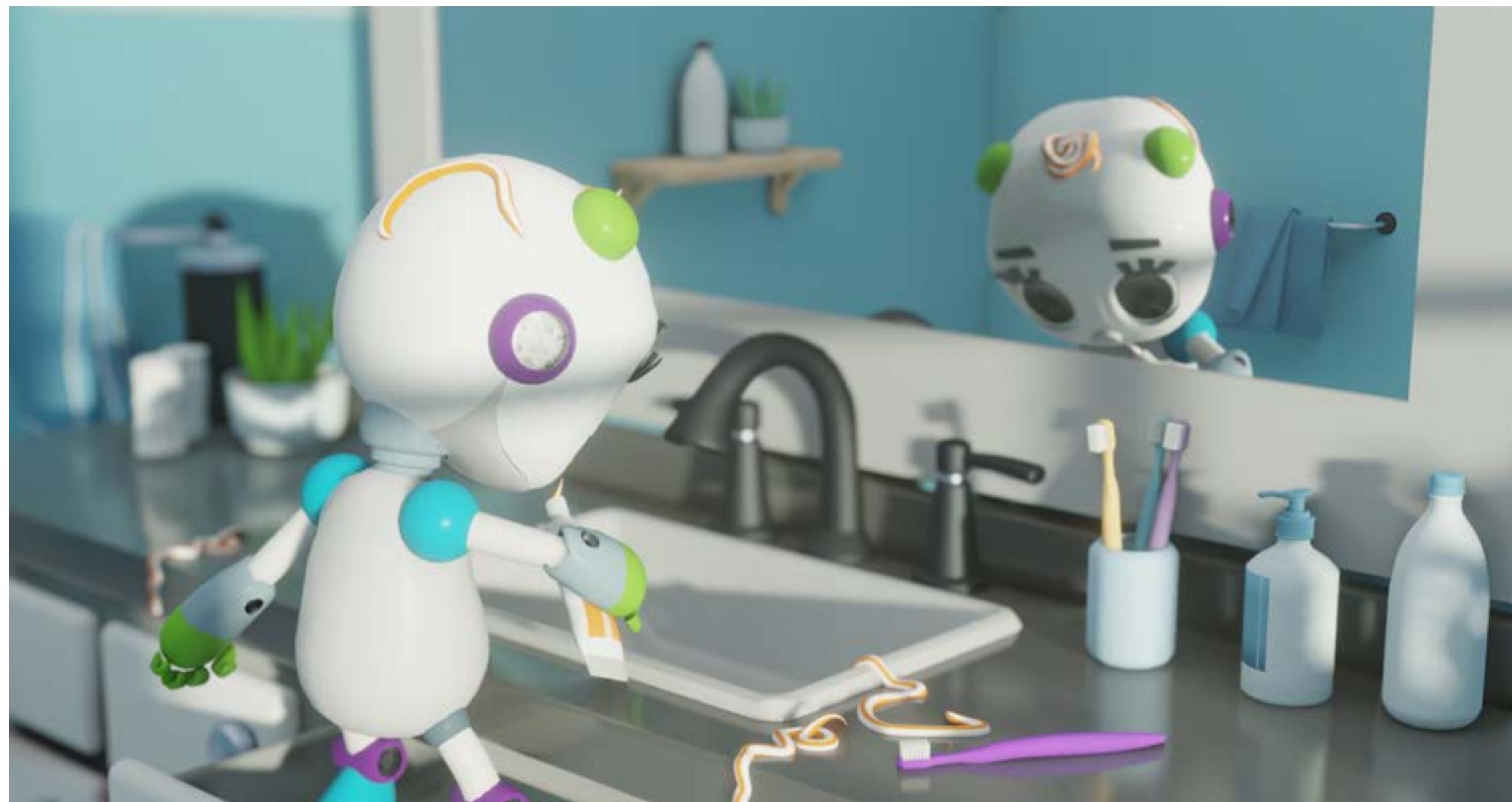
(B-Bot trailer)

September 2023

January 2024

- Research.
- 3D Team Lead.
- 3D Modeling.
- Scenario creation.
- Props creation.
- Textures/ Shaders.
- Rigging.
- 3D Animation.
- Video Rendering.







December 2021

February 2022

My tasks included:

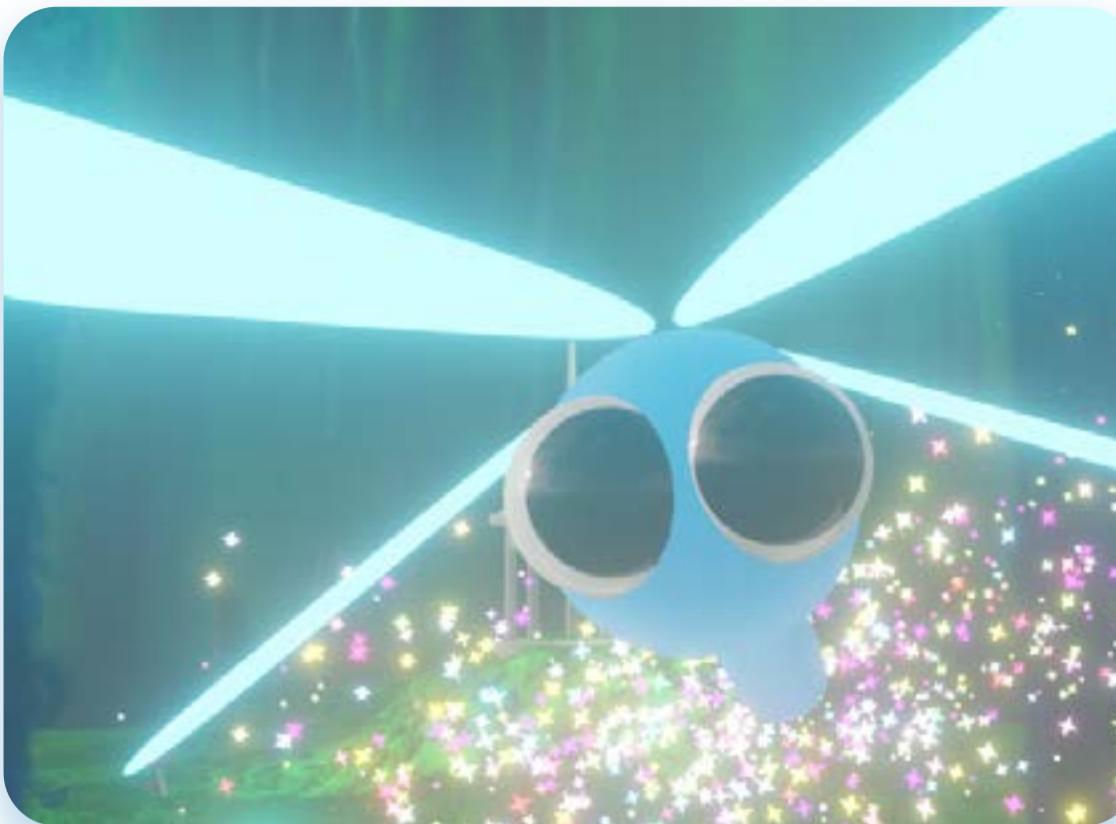
- Script creation and supervision.
- Storyboarding and Storytelling.
- Main character design.
- 3D modeling.
- Texturing and materials.
- Rigging and animation.
- Complete design of all 2D and 3D visual elements.
- Scenery setup and rendering.
- Editing and postproduction.



Game Cloud Network



September 2021 > August 2023



I worked at "Game Cloud Network" in various tasks related to the positions of "3D generalist". My skills include leading a 3D team, reviewing 3D technology, innovating workflows and 3D pipelines, advising on organization and project management structure, providing technical advice for concept art, style guides and design systems, creating shaders and materials, modeling and rigging characters, and creating 3D models of scenarios and landscapes.

I have experience collaborating effectively with product, engineering, and management teams. Additionally, I have expertise in conducting UX research and troubleshooting, wireframe design, UI design, advanced mockups and prototypes, animated video mockups, graphic design, writing and storyboarding, 3D animation and rendering, 2D animation and motion graphics, animatics, and post-production editing.

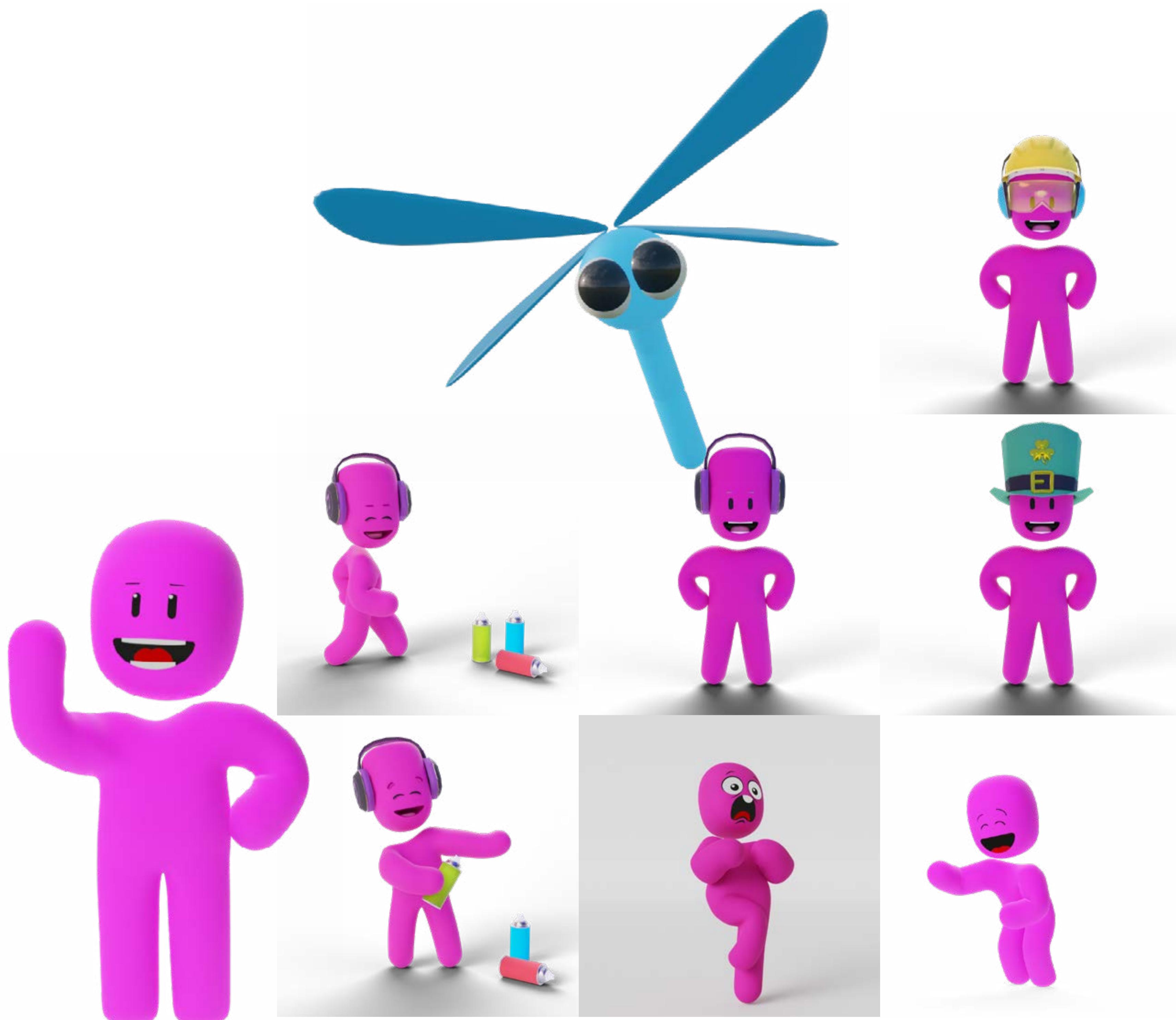
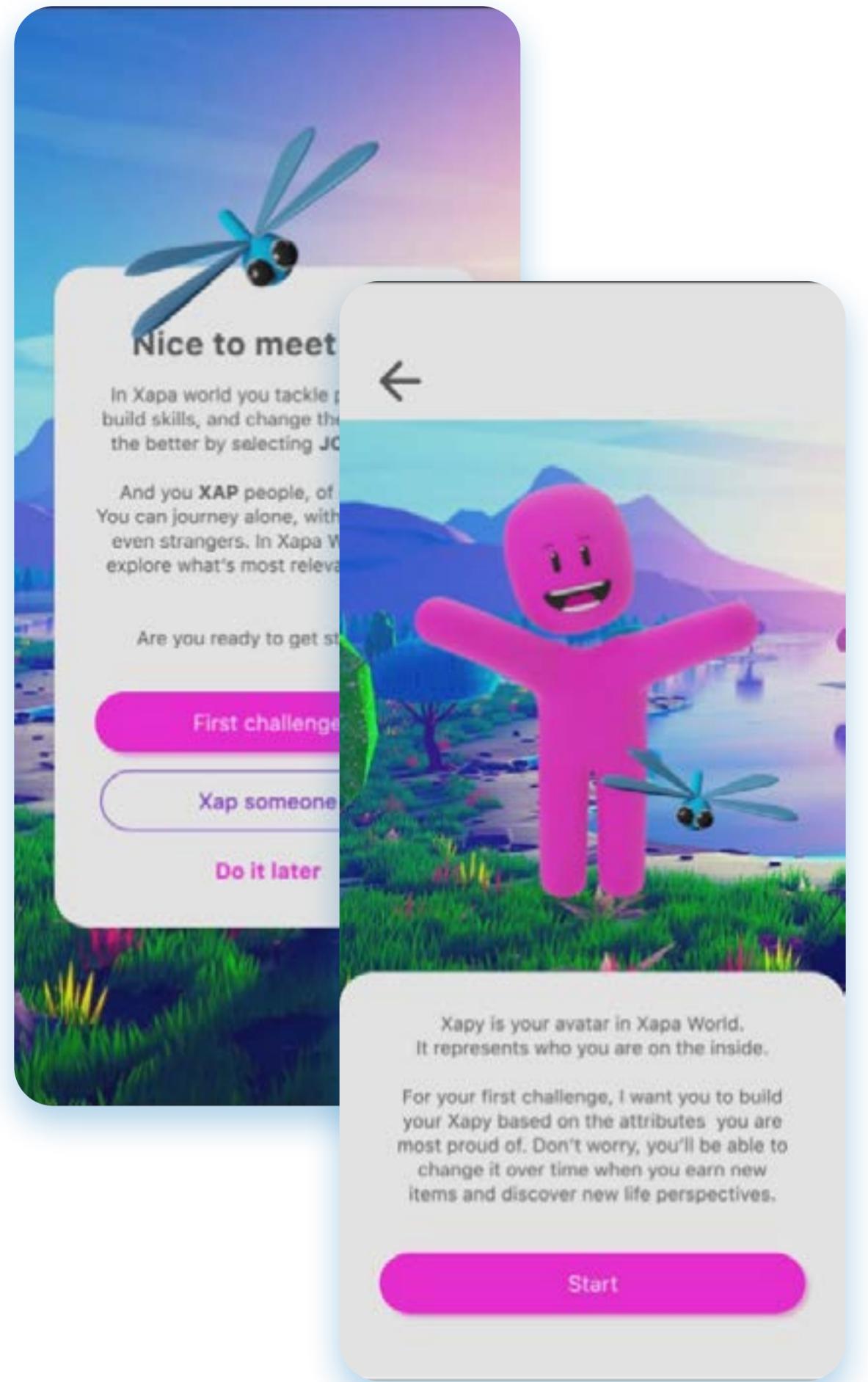
I am also skilled in advising on Scrum and Jira methodologies and documenting project processes.

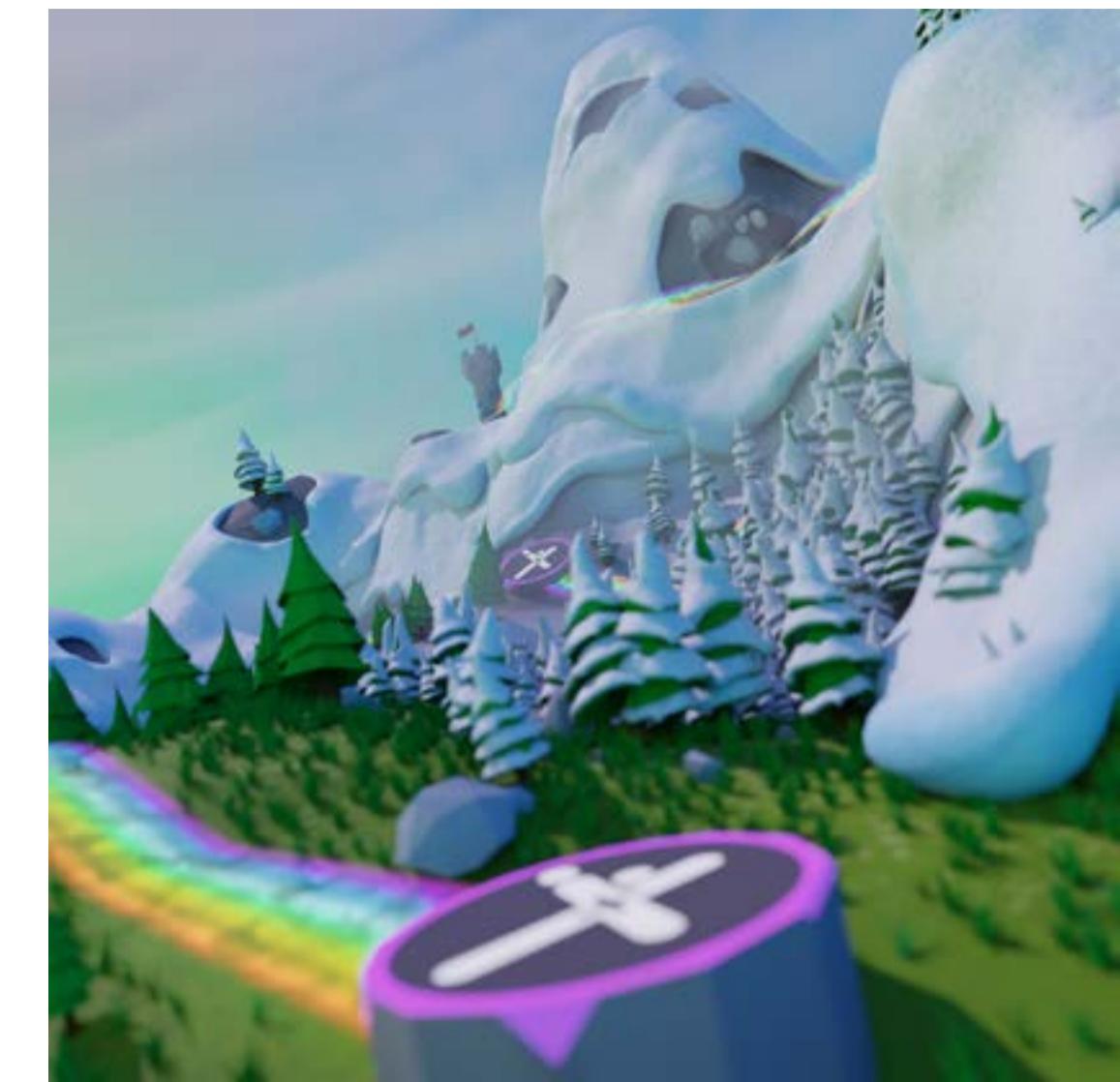


Paper Lumos (Origata) is a role-playing game in which you can play in a 3D world, with 3 characters that are turned into paper and you must find the sorcerer to reverse the enchantment. During the game you discover new abilities that come from being turned into paper. You can unlock new abilities and weapons.

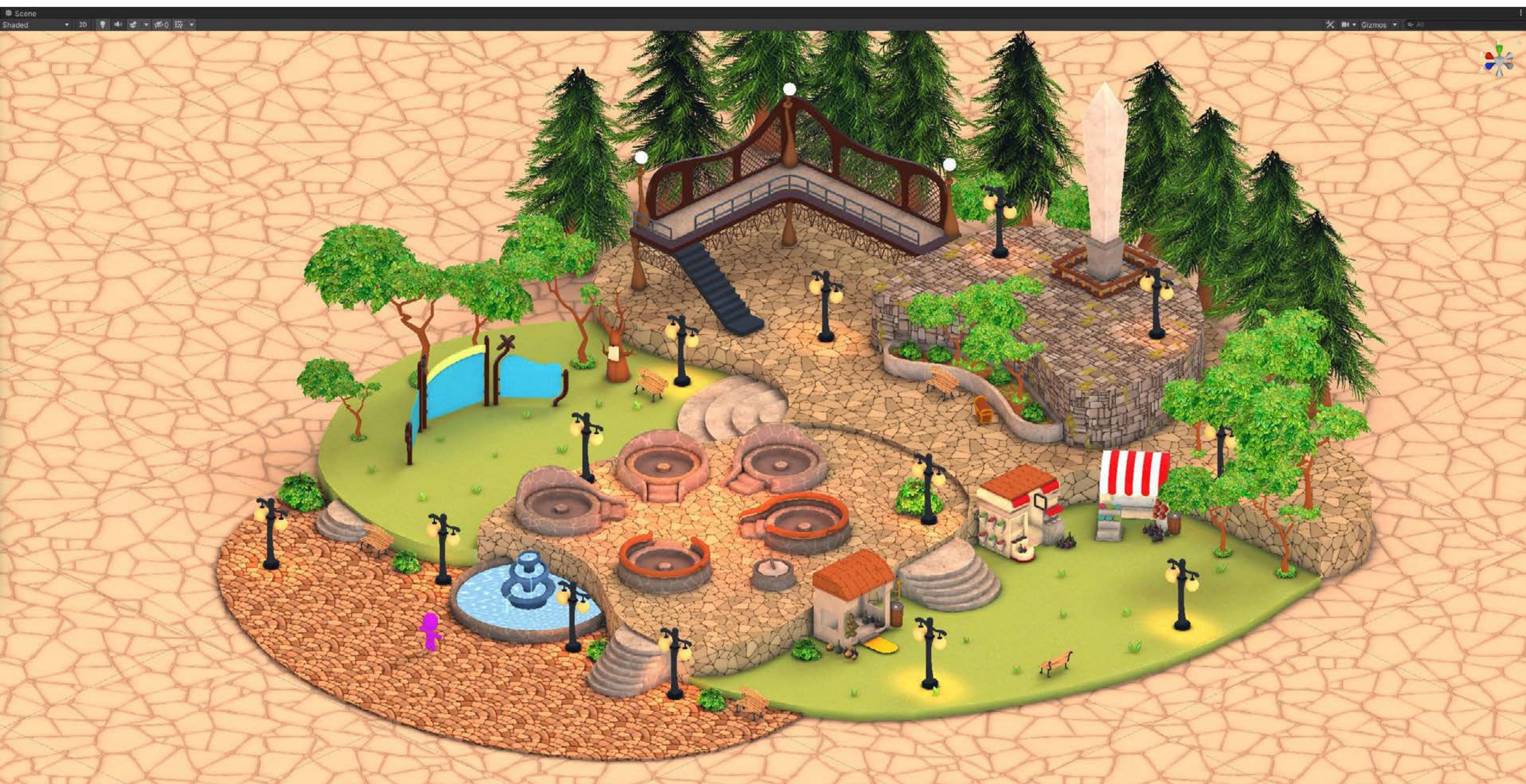
In this project I was involved in the creation of:

- The 3D modeling
- The materials and textures.
- The setting of the scene.
- Ux design.
- Ui Design.
- Animation of Ui graphics.
- Storyboard and Storytelling.









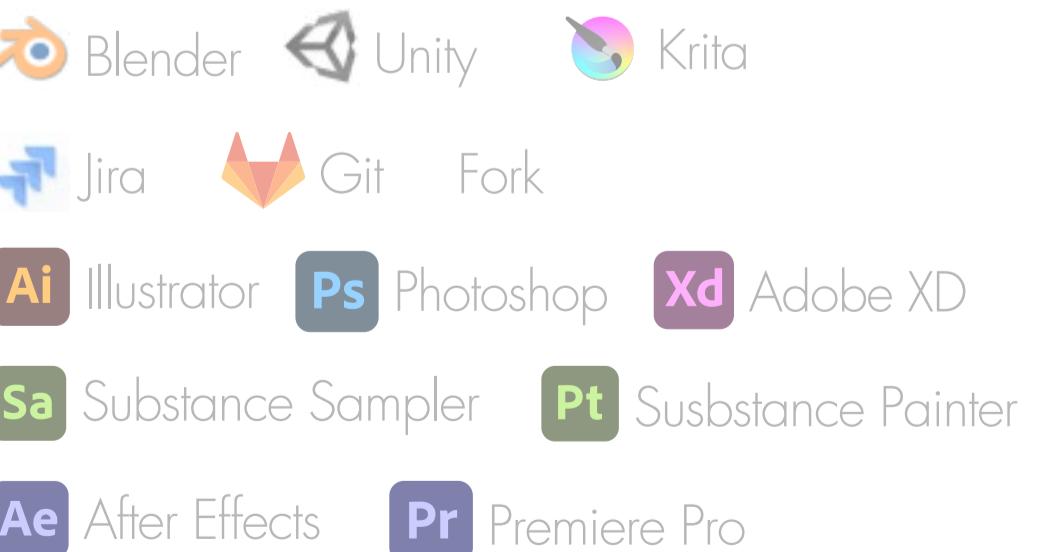






TASKS

- 3D animator
- 3D modeler
- 3D Rigger
- Staging and rendering
- Scrum and Jira advisor
- Organization & Structure PM advisor
- Seamless textures
- Materials for Unity
- Materials for Substance Painter
- Textures creation for PBR and URP materials
- Leading the processes on the 3D team
- 4 peoples in charge / Supervise
- Creating appropriate workflow for the 3D pipeline
- Collaborating effectively with product, engineering and managements teams
- Concept Art Advisor/Supervisor
- Pipelines Creations
- Translating requirements into 3D assets and workflows
- Styleguides & Design Systems
- Supervise 3D assets according to Styleguide
- Tutorials and documentations for 2D processes.
- Tutorials and documentations for 3D processes.
- Prototypes and mockups
- Design Patterns and attractive user interfaces
- Designing UI elements such as input controls
- Navigational components
- Informational components
- Creating original graphic designs
- Creating user Flows
- Wireframes
- Identifying and troubleshooting UX problems
- 2D UI Animations | Motion Graphics
- Post-Production & Edition
- Script and Storyboards
- Asset implementation in UNITY





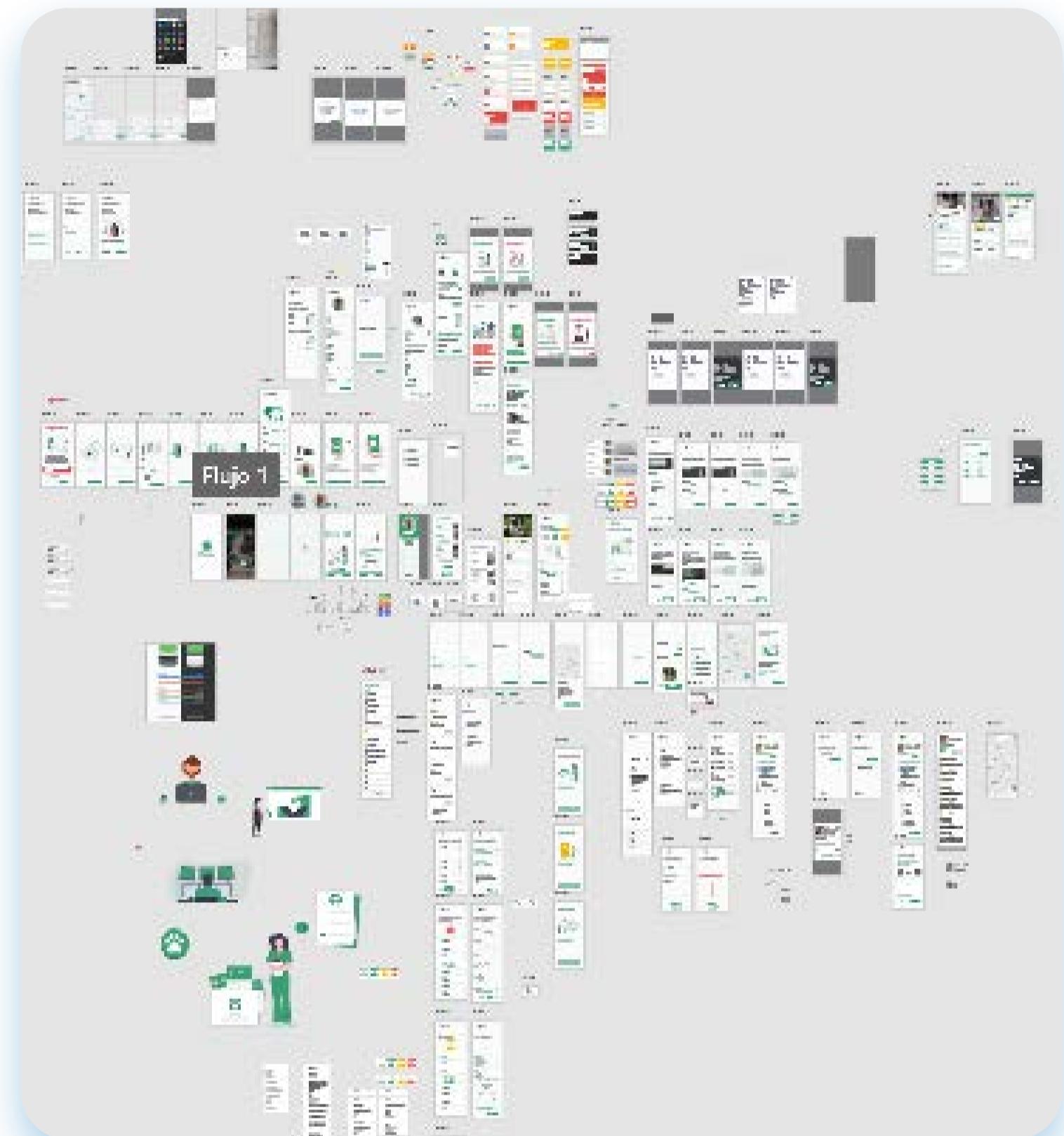
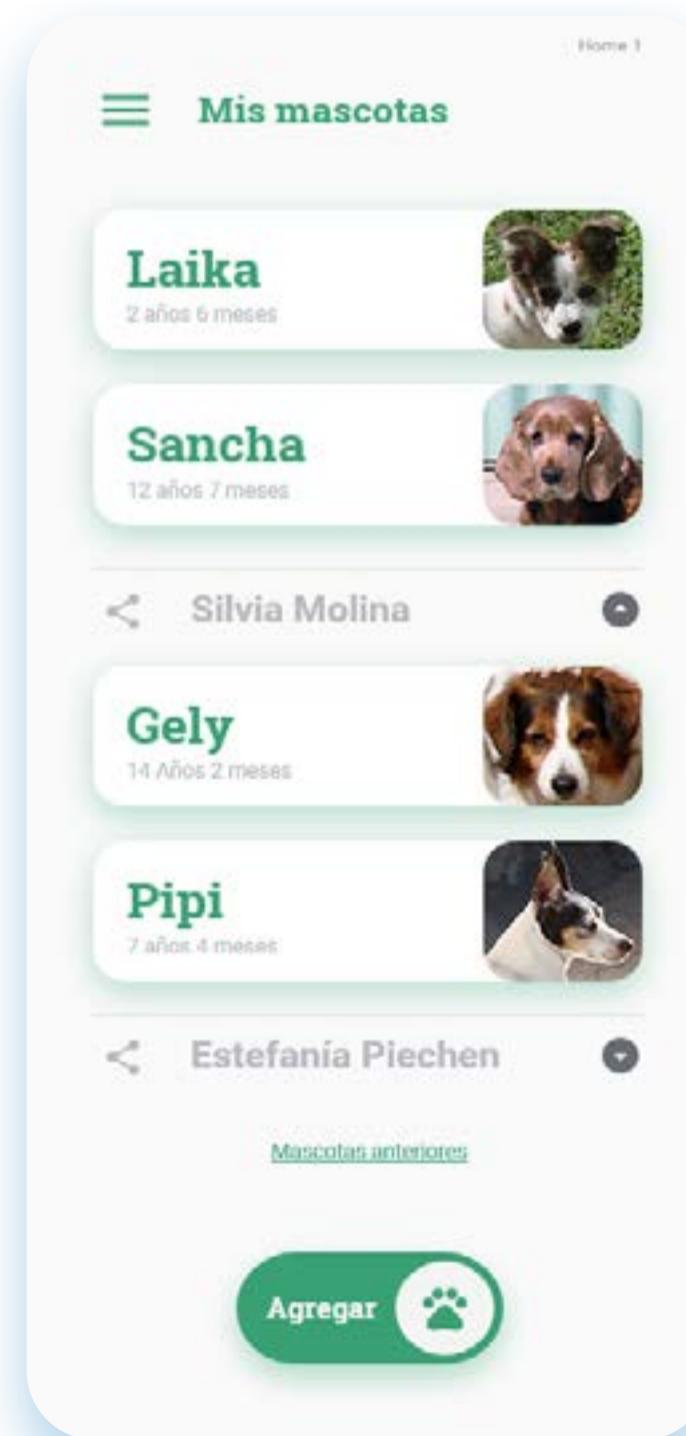
Online Medical History for Pets

Founder + CEO

Team Leader

August 2019 - Present

- Director + Project leader
- Product Designer
- UX Research.
- Research & Interviews.
- Quiz designer & analyst.
- Model Business creator.
- Competition investigation.
- App Wireframe.
- Mockup in Adobe XD.
- UI App Design.
- CSS y Flutter styles.
- Alpha Tester.
- Branding and marketing responsible.
- Multimedia Director.
- Documentation.
- Scripts & Storyboards.

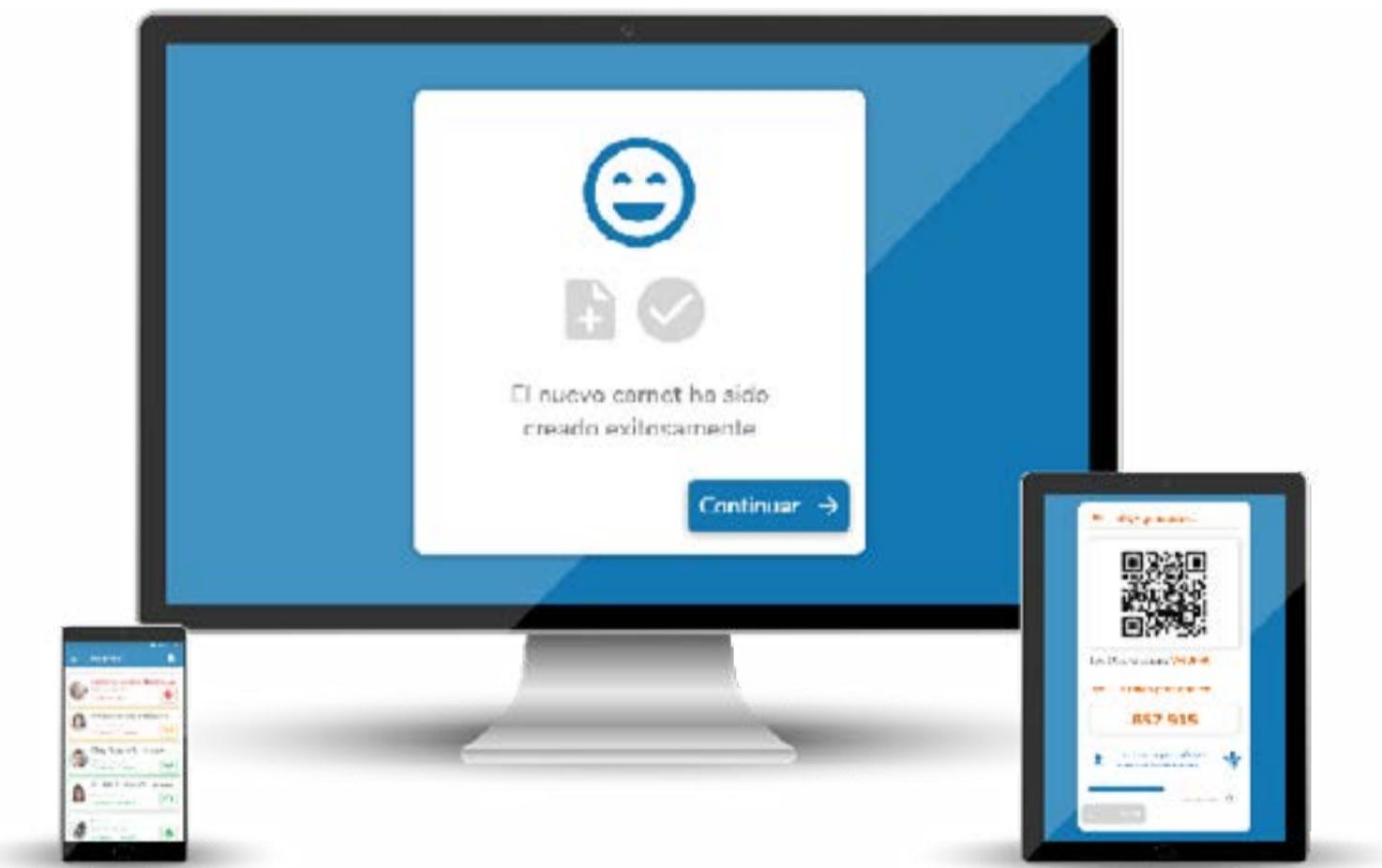
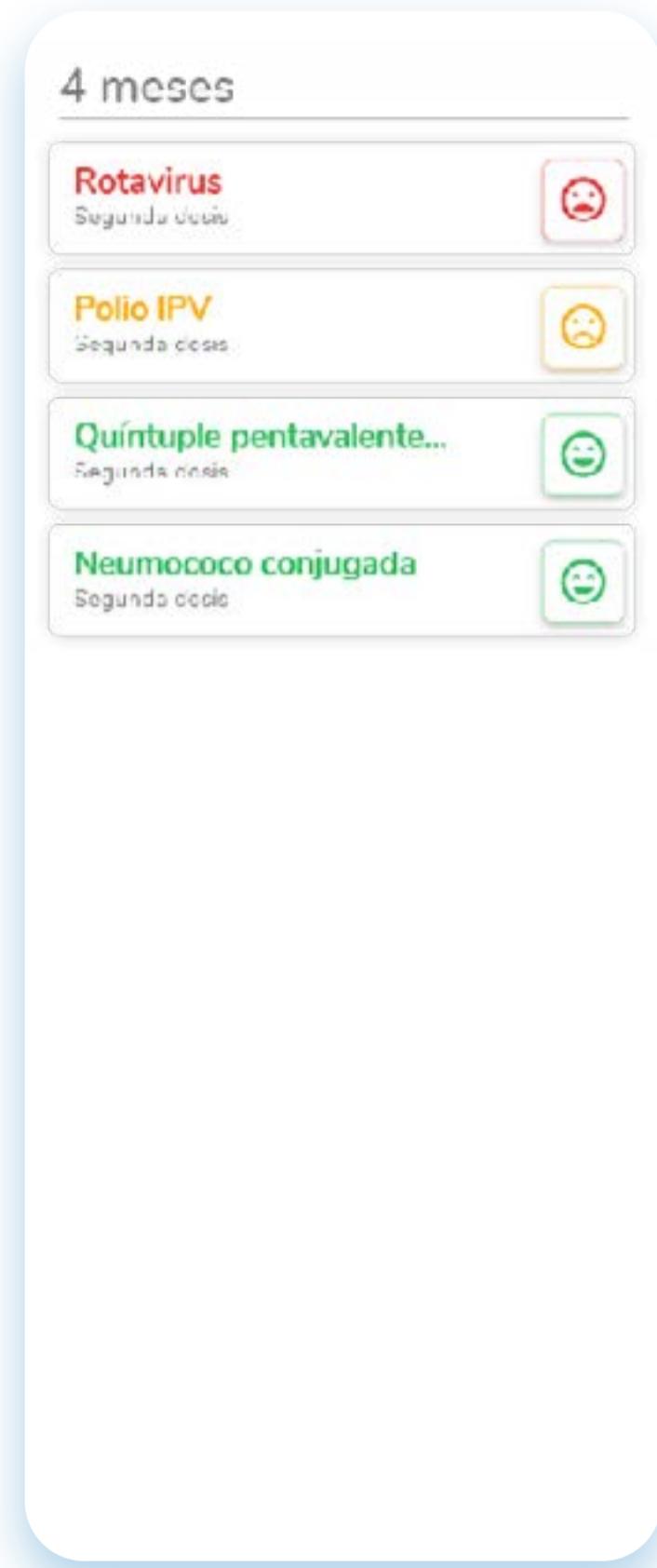
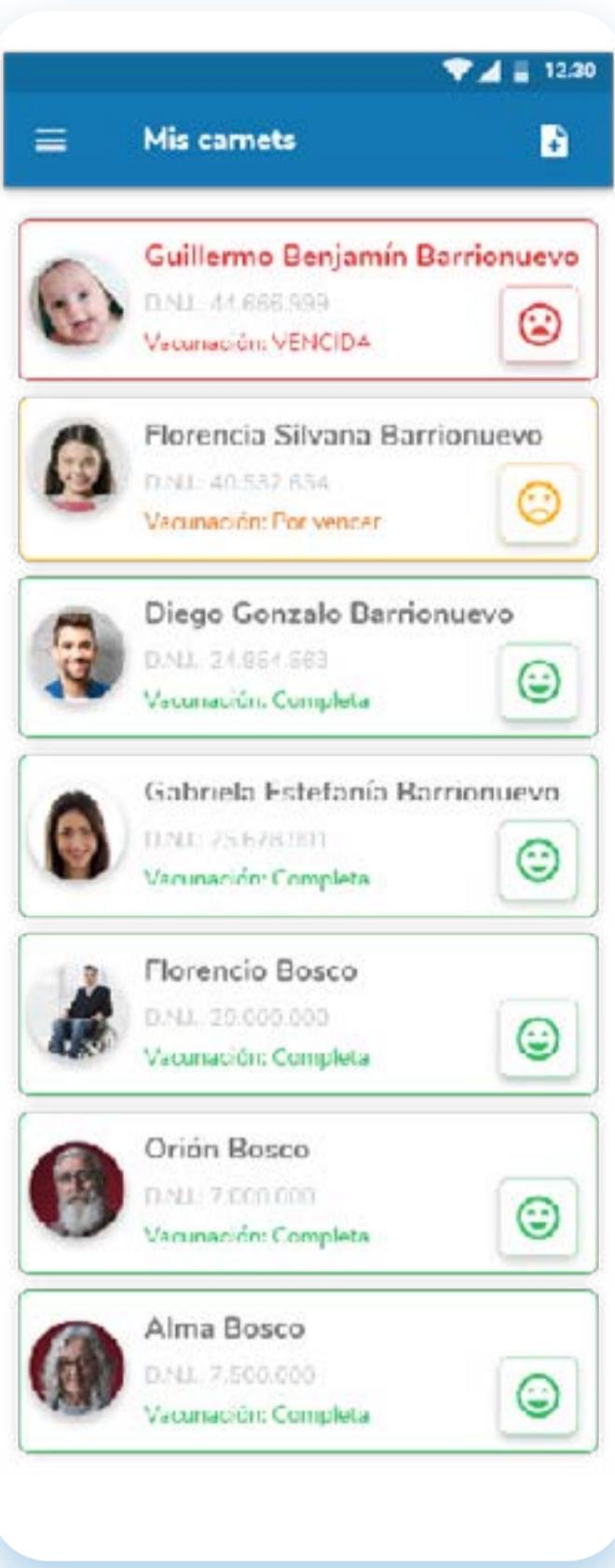




Digital Vaccine Card

Co-founder & DEO Team (CDO)

- UX Research.
- Product Designer.
- Research and interviews with nurses.
- Quiz designer & analyst.
- Model Business creator.
- Competition investigation.
- App Wireframe.
- Mockup Adobe XD.
- UI app Design.
- Ionic Assets creator.
- Alpha Tester.





ICDA
Escuela de Negocios



September 2019 - December 2020.

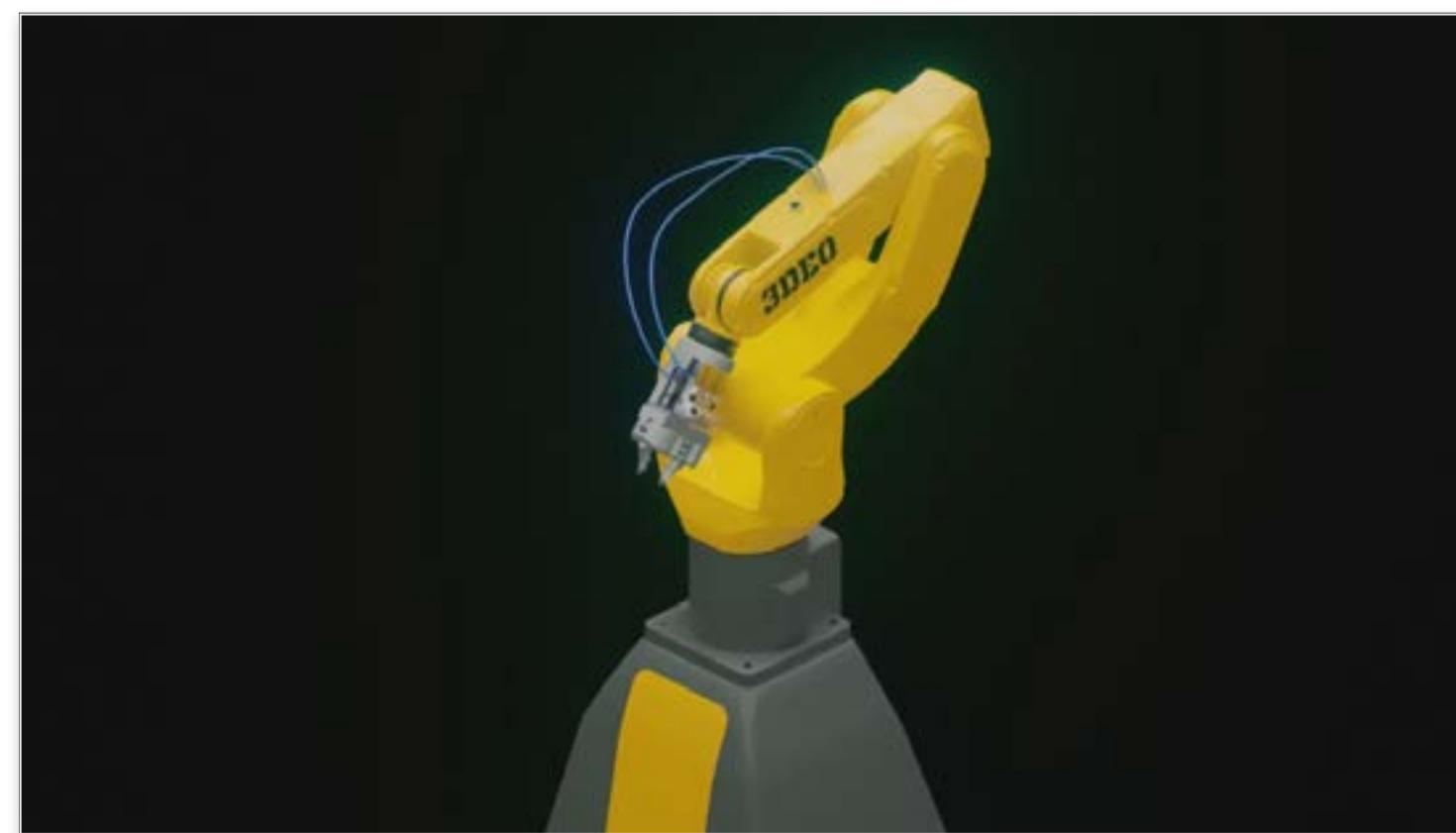
- Visual and conceptual strategies.
- Social media assets developer.
- Video edition & render.
- Graphic Design.
- Motion Graphics
- Animations

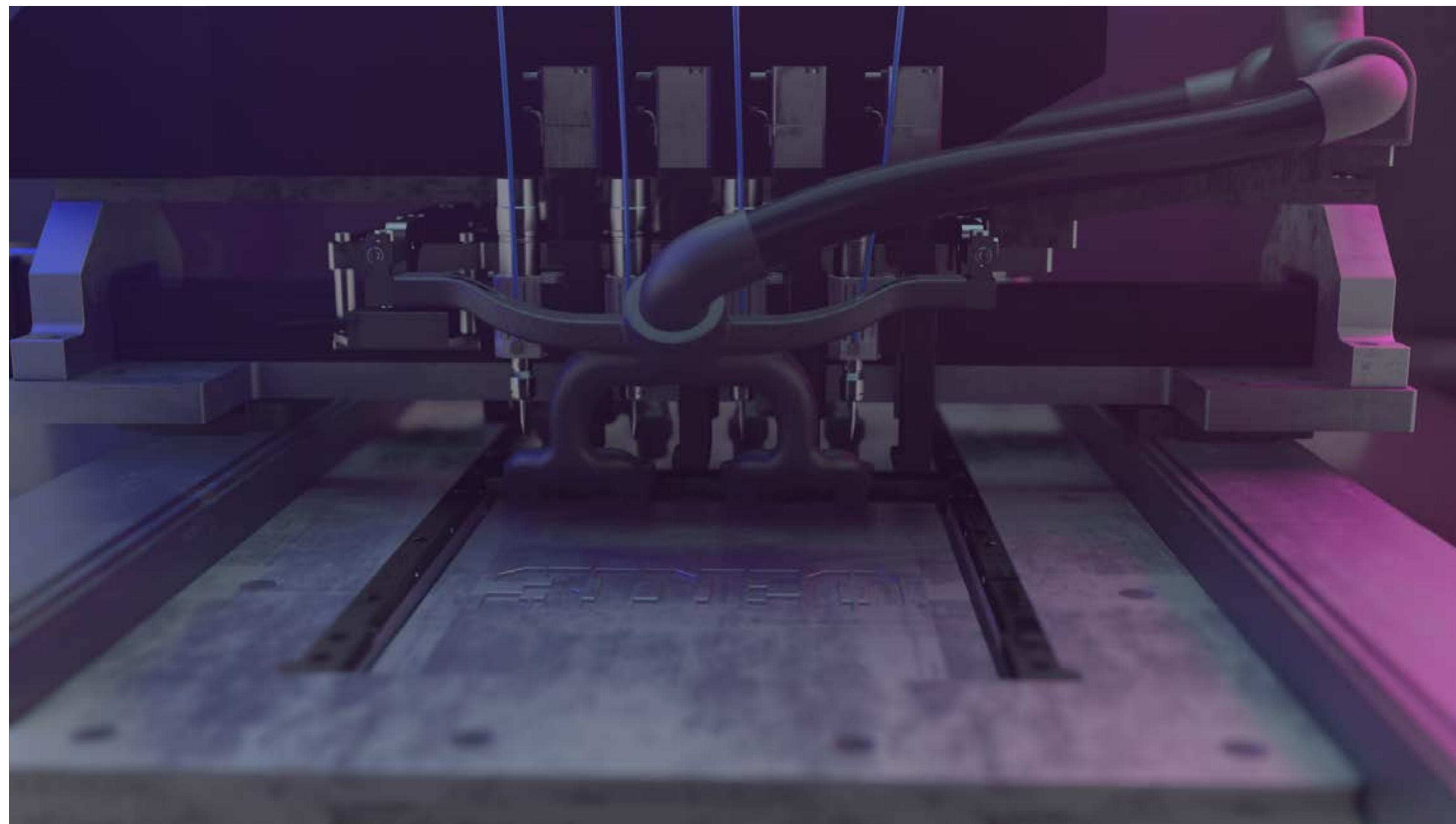
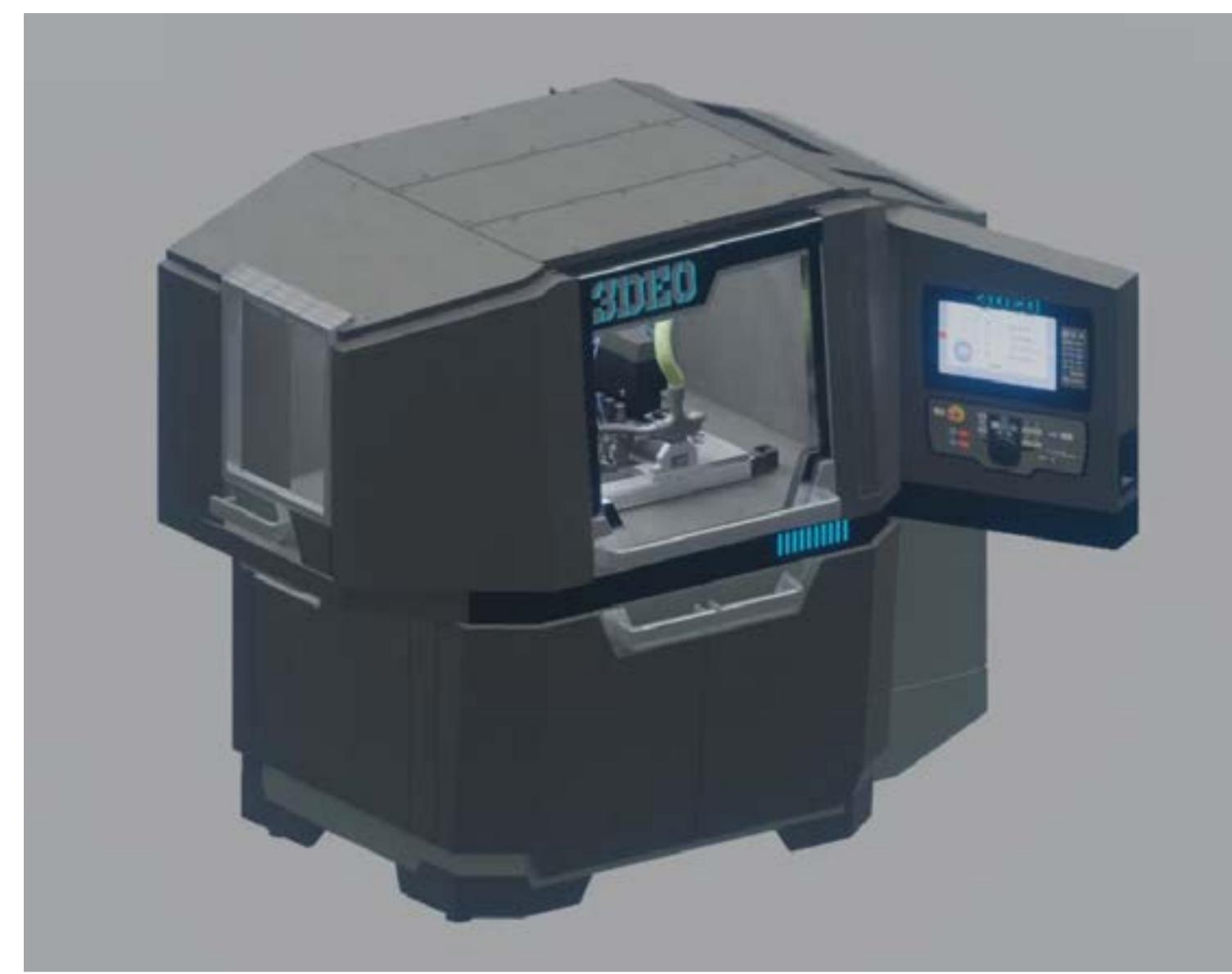
Qmarq (3DEO)

January 2021

December 2021

- 3D Modeling.
- Textures/ Shaders.
- Shapekeys.
- Rigging.
- Animation.
- Video Rendering.





BlowApp

March 2017 - December 2020

- Lowpoly modeling.
- Textures/ Shaders.
- Shapekeys.
- Rigging.
- Animation.
- Unity Assets.



Infoclima S.A.

June 2016 - December 2018

Educational content developer.

- Analysis of educational material.
- Content educational program developer.
- Multimedia scripts developer.
- Narration documents developer.
- Ui designer.
- Filming assistance.
- After Effects-post production.
- Sync locution & sound Fx.

01- Las atmósfera

06- El viento

11- El Sol

02- La temperatura

07- Tipos de vientos

12- Estaciones del año

03- Unidades de temp.

08- Estados del agua

13- La radiación solar

04- Trasnferencia del calor

09- Ciclo del agua

14- Espectro electromagnét.

05- Presión atmosférica

10- La humedad

15- Formación de nubes



GRUPO EDISUR



@ble.

Escuela de español para extranjeros

- Diseño Ux.
- Diseño Ui.
- Creación de Assets.
- StoryBoard.
- Wireframe.
- Creación de personajes.
- Animaciones 2D & 3D.
- Modelado, texturizado.
- Sync voz y sound Fx.



URG (Evolución de la enfermería)

- Creación de Assets.
- StoryBoard.
- Animación 2D y 3D.
- Sync voz y sound Fx.
- Post Producción.



Coca Cola.

(Los vendedores que hicieron leyenda)

- 5 Cortos animados.
- StoryBoard.
- Creación de Assets.
- Creación de personajes.
- Animaciones 2D.
- Sync voz y sound Fx.
- Post Producción.



Diseño industrial

- Creación de texturas.
- Modelado de amoblamientos.
- Fotorealismo.
- Post Producción.



UCR (Campaña 2013)

- Diseño de Afiches.
- Diseño de Volantes.
- Publicidad gráfica.
- Assets para redes.

Gerardo Dopaso

- Creación de texturas.
- Modelado de amoblamientos.
- Fotorealismo.
- Post Producción.



Holcim

Holcim

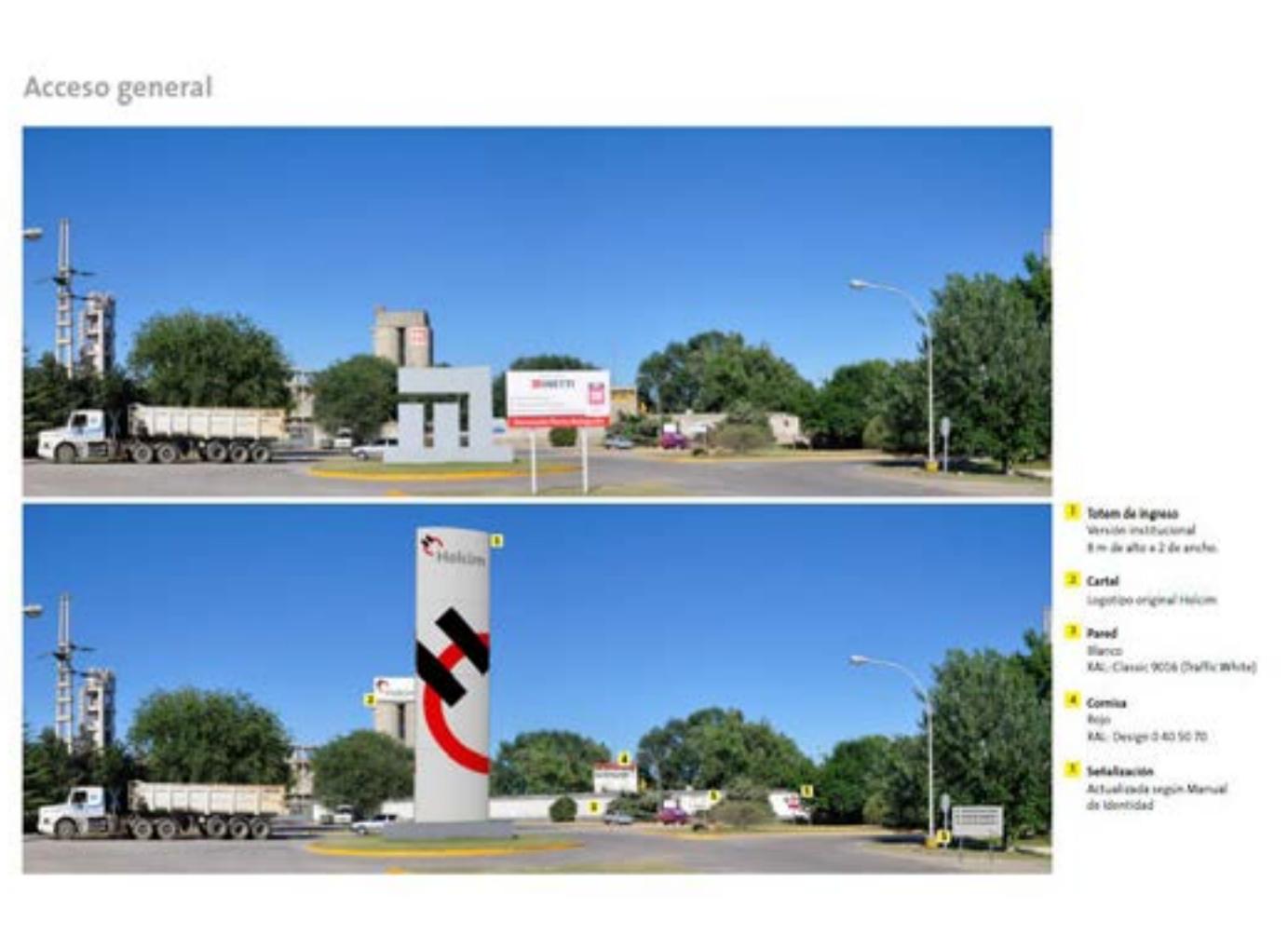
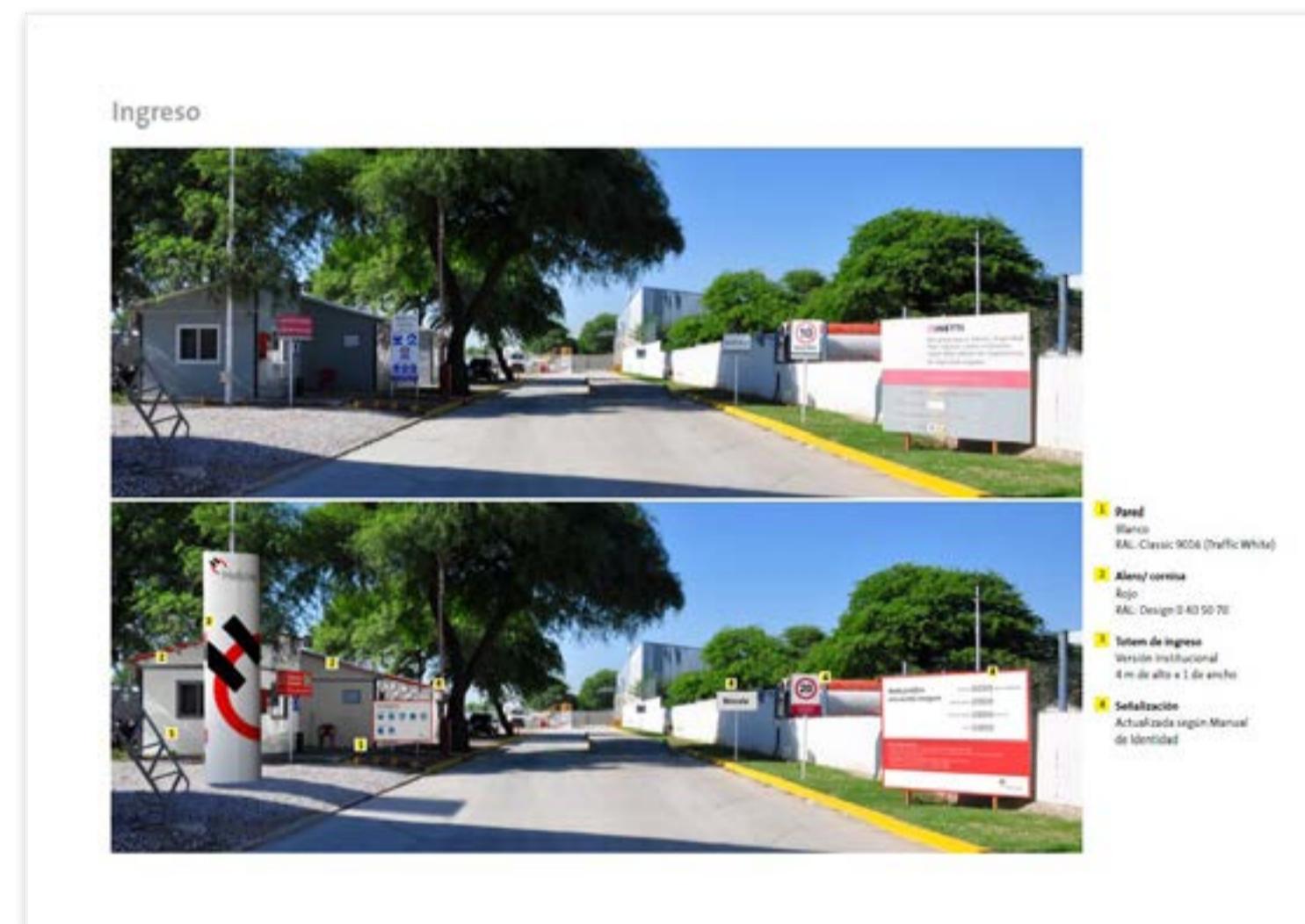
(Daniel Díaz)

January 2009

December 2022

Holcim brand implementation
campaign

- Assistant, photographer and data collection of each Minetti facility in Argentina.
- Brand Manual adaptation.
- Brand manual creator.



Elementos básicos

- Logotipo Holcim
- Paleta de color
- Tipografía
- Módulo H

La unidad de medida del logotipo Holcim es la **altura** de la letra 'H'.
Este será nuestro módulo.



- Creation of interactive online training for Branding:

- Information arquitecture.
- Scripts + Storyboards..
- Wireframe.
- UX design.
- UI Design.
- Animation.
- Sync locution & sound Fx.



- Instructional video for entrants:

- Content developer.
- Script + Storyboard.
- Motion Graphics.
- Sync locution & sound Fx.

- Instructional video for entrants:

- Content developer.
- Script + Storyboard.
- Motion Graphics.
- Sync locution & sound Fx.



LAC

LEDs screen videos

- Script + Storyboard.
- Motion Graphics.
- Graphic Design.
- Content creator.
- Advisor.
- Ui assets creator.
- Sync locution & sound Fx.



LAC

Inducción Video

- Script + Storyboard.
- Motion Graphics.
- Graphic Design.
- Content creator.
- Advisor.
- Ui assets creator.
- Sync locution & sound Fx.
- Film assistant.

- Script + Storyboard.
- Motion Graphics.
- Content creator.
- Advisor.
- Ui assets creator.
- Sync locution & sound Fx.

Cise - Webdoors

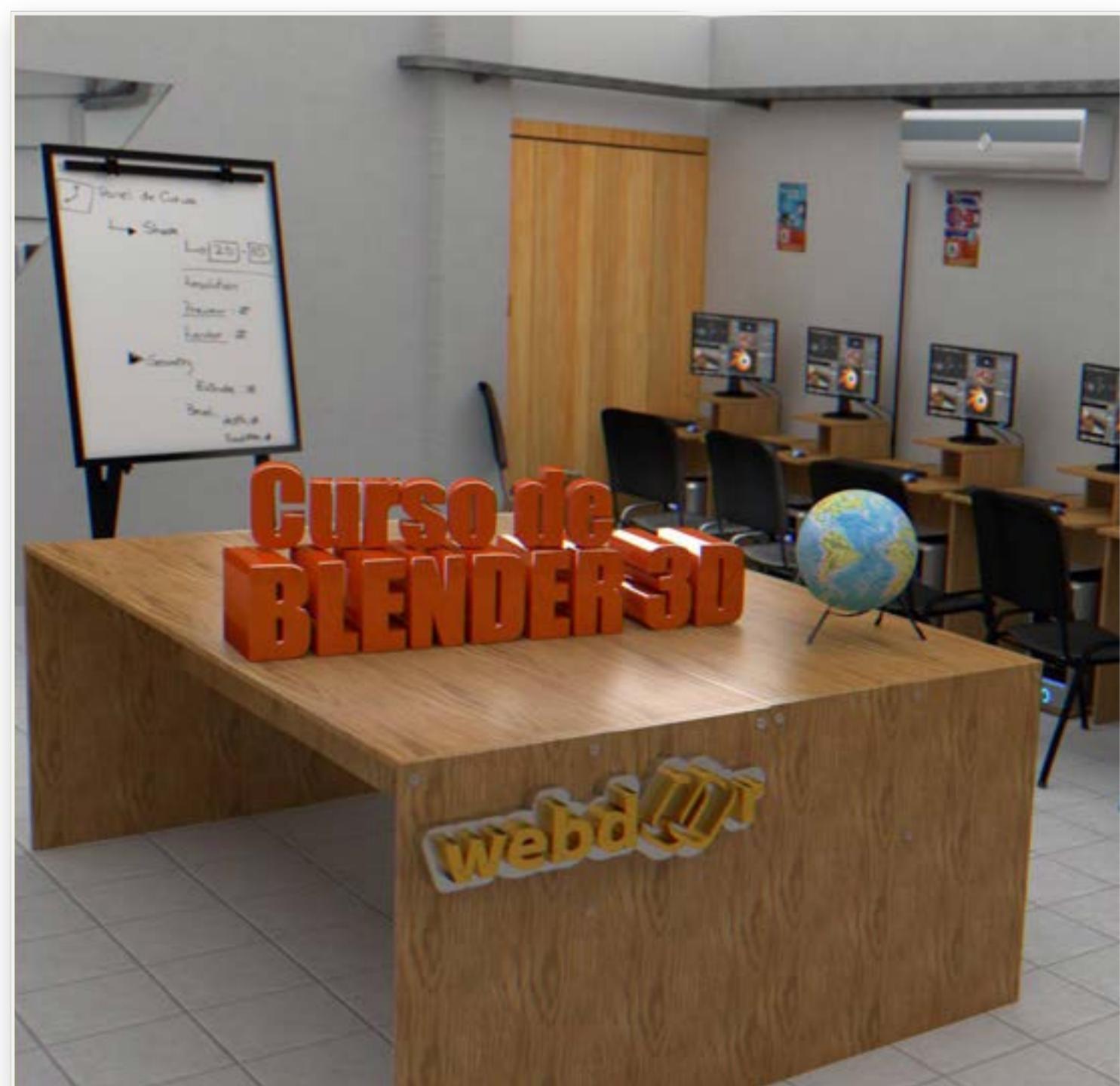
Teacher at Instituto Privado CISE

/ Webdoors

May 2013 - January 2015.

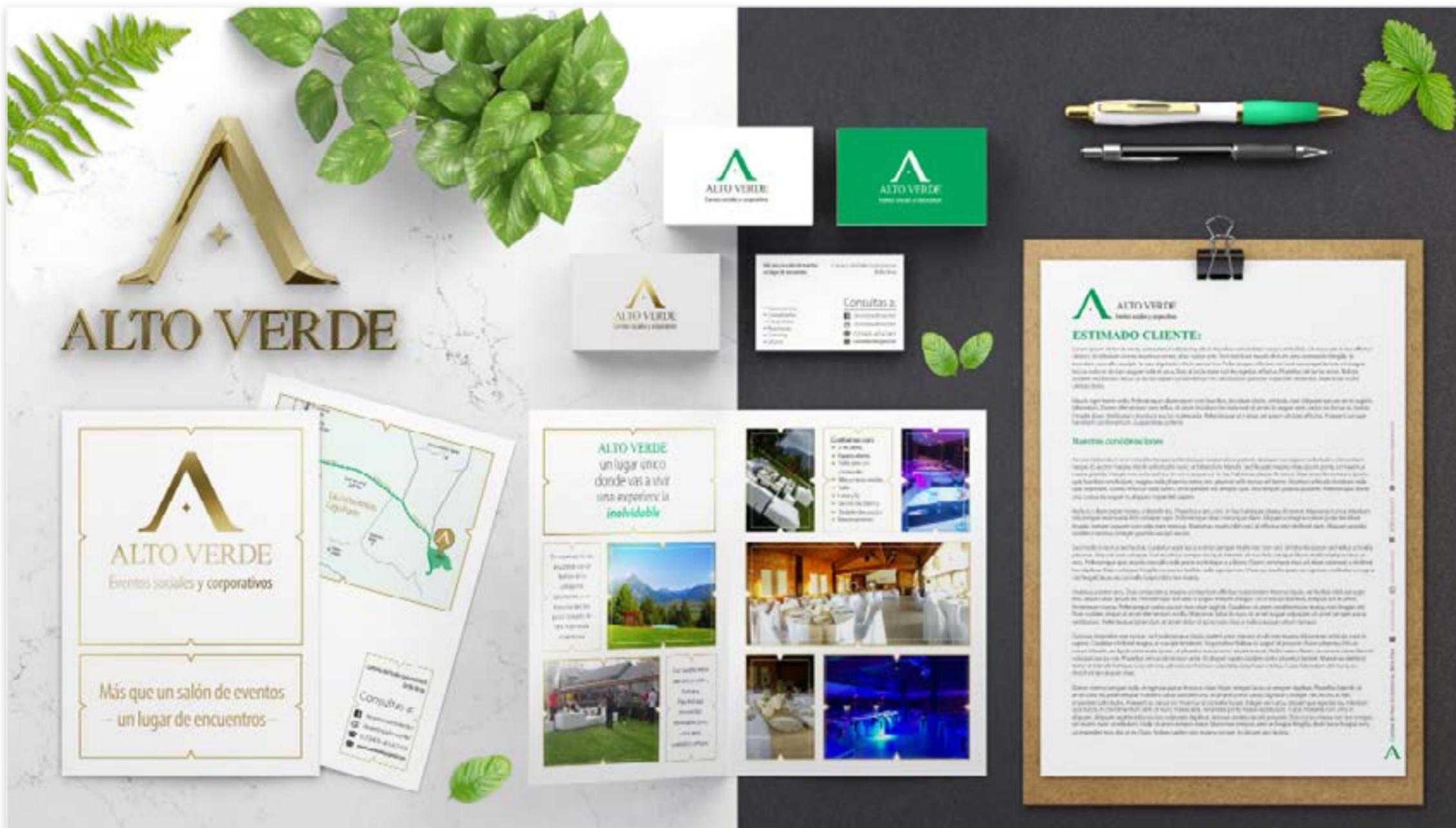
Materias Asignadas:

- Diseño Gráfico Digital.
- Diseño Gráfico.
- Diseño 3D.
- Adobe Flash (animación).
- Adobe Premiere.
- Adobe Photoshop.
- Adobe Illustrator.
- Adobe Indesign.
- Corel Draw.
- Blender 3D.



Alto Verde eventos

- Script + Storyboard.
- Motion Graphics.
- Graphic Design.
- Branding creation.
- Social media assets.
- General Advisor.



as a Freelance

2005 - Present

- 3D Modeler and Texturizer.
- Scripts + Storyboards.
- Editorial graphic design.
- Branding creator.
- 2D y 3D Animation.
- Sound + Video editor.
- Video post-production.
- Multimedia Advisor.



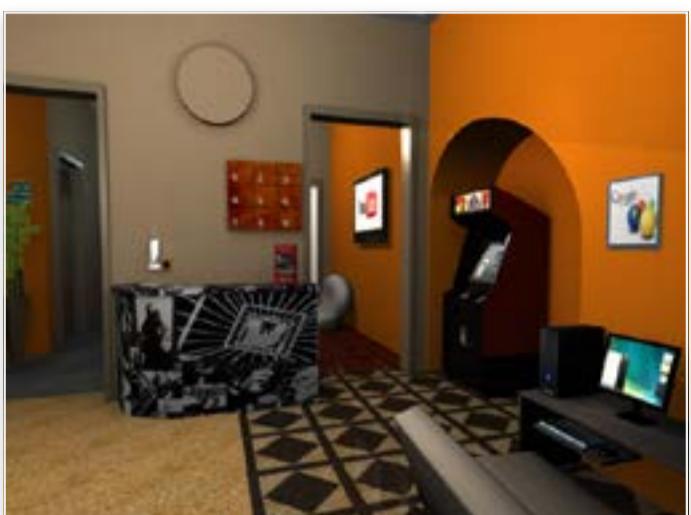
Fast Light

- Fast Light en INNOVAR.
- Creación de Assets.
- StoryBoard.
- Animación 2D y 3D.
- PostProducción.



Kieffer Arquitectos

- Modelado y Render 3D.
- Diseño gráfico



Turning Point Hostel

- Relevamiento Fotográfico.
- Relevamiento de medidas reales.
- Reconstrucción 3D del edificio.
- Animación 3D.
- Dibujos y animaciones 2D.
- Diseño Ux.
- Diseño Ui.
- Creación de Assets.



Info AD

- Creación de Assets.
- StoryBoard.
- Animación 2D y 3D.
- Sync voz y sound Fx.



Curso de Vialidad Pcia Chaco

- Resumen / Síntesis.
- StoryBoard.
- Diseño Ux.
- Diseño Ui.
- Creación de Assets.
- Animaciones 2D & 3D.
- Modelados 3D.
- Sync voz y sound Fx.



Consuman

- Creación de Assets.
- StoryBoard.
- Animación 2D y 3D.
- Sync voz y sound Fx.



El Inmo

- Creación de Assets.
- StoryBoard.
- Animación 2D.
- Sync voz y sound Fx.



Universidad Siglo 21

- Dibujos Vectoriales.
- Animaciones.
- Diseño Ui.
- Creación de Assets.
- Sync voz y sound Fx.



May 2006 - January 2008

- Vector assets creator for Adobe Flash.
- Ux Design for Flash games.
- Ui Design for interactive trainings.
- 3D Modeler and Texturizer.
- Scripts + Storyboards.
- 2D y 3D Animation.
- Sound + Video editor.
- Video post-production.



M e EPA - Martín Eschoyez

January 2008 - December 2009

- 3D Modeler and Texturizer.
- Scripts + Storyboards.
- 2D y 3D Animation.
- Sound + Video editor.
- Video post-production.