

# Javier Issoglio

## SENIOR Multimedia Designer

### I'm looking for...

Working in an environment that allows me to push my limits all the time.

### Tools / Software

 Blender  Unreal Engine  Unity  Krita

 Miro  Jira  Trello  Git Fork

 Agile / Scrum  Slack

 Ai Illustrator  Ps Photoshop  Xd Adobe XD  Id Indesign

 Sa Substance Sampler  Pt Substance Painter

 Ae After Effects  Pr Premiere Pro

### Skills

Ux Research  
Ui Design  
Documentation  
Motion Graphics  
Dedication  
3D Artist  
Team Leader

### Academy formation



**Unreal Engine 5**  
Image Campus 2023.  
Final Rating: 10

#### English

Don Bosco English Institute.  
6 years completed  
Superior level of study.



#### La Metro

Tecnician in Multimedia Ux\_Ui Designer  
2005 - 2008



#### Universidad Blas Pascal


Degree. Graphic Designer  
2002 - 2004

### Experiencie

- 🕒 **2 years** in **GameCloudNetwork** as Senior Multimedia Content Creator.
- 🕒 **2,5 years** in **Infoclima** as director of educational content for youtube videos.
- 🕒 **2 years** as teacher in 3D and 2D of multimedia tools.
- 🕒 **+12 years** as Brand and multimedia assitant in Holcim Argentina (graphic & interactive).
- 🕒 **+17 years** as Multimedia Designer.

### Contact

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Javier-Issoglio

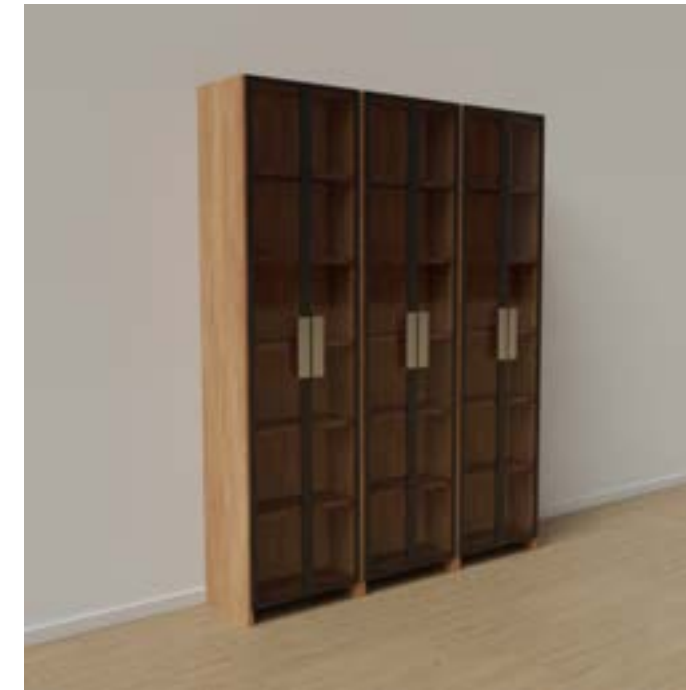


# Portfolio

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## Qmarq (Vinyl Verse)

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





## Qmarq (B-Bot trailer)

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









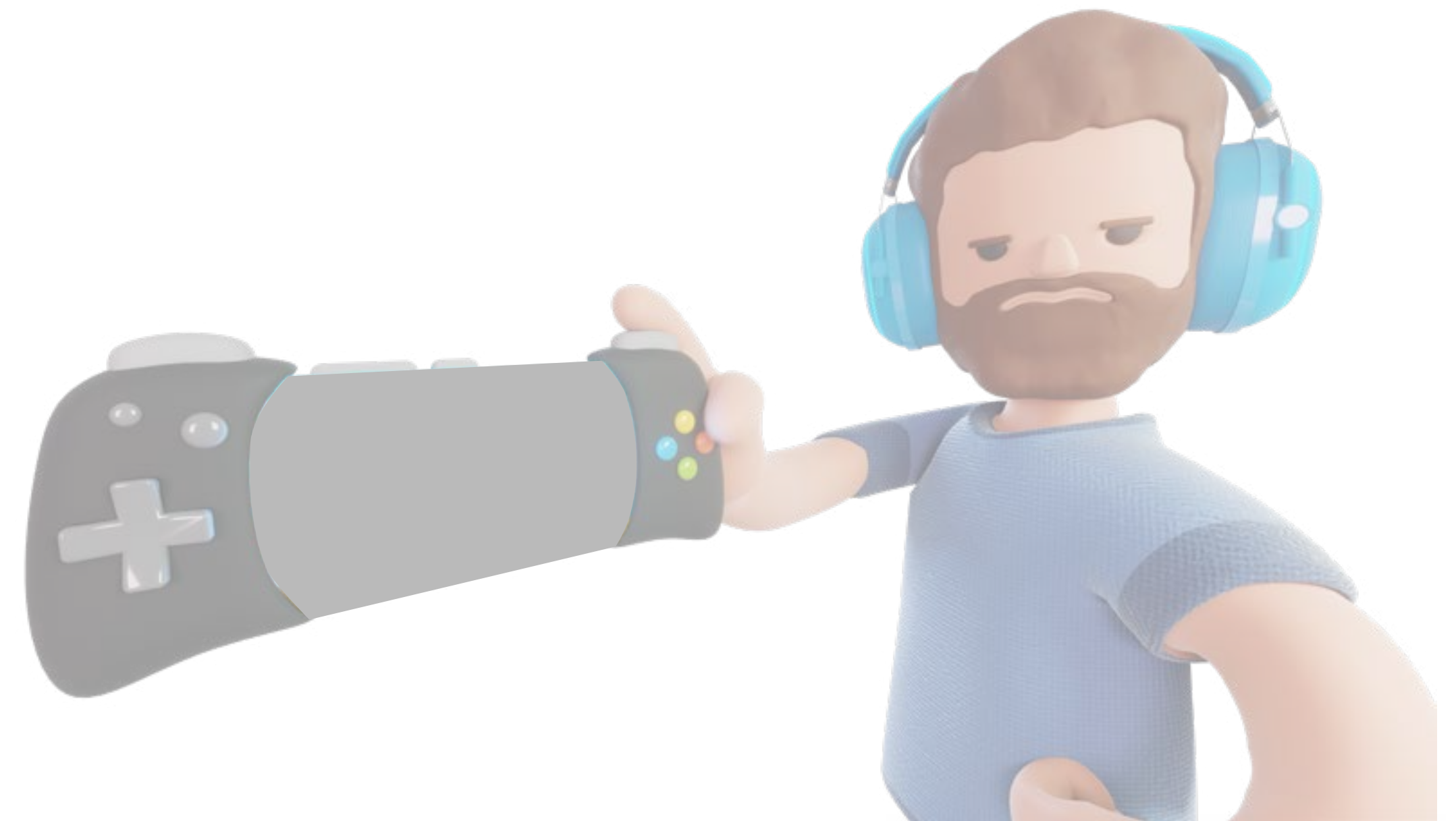


This was a project carried out in February 2022 for Microsoft Azure.

Except for the voice over and sound effects, the clip was made by me in a period of 20 days.

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.







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.

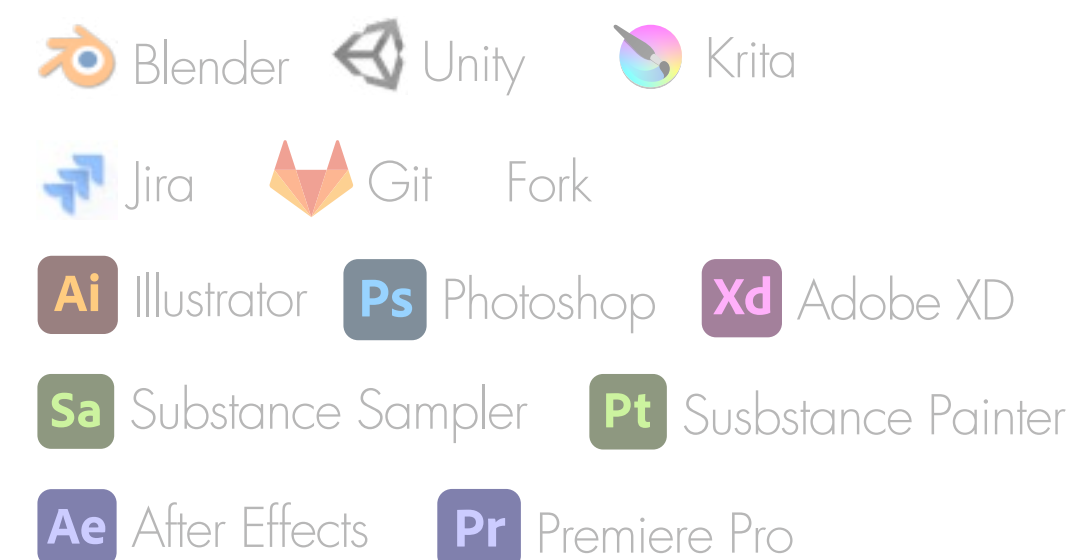
## TASKS

- 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 componenes
  - Informational components
- 
- Creating original graphic designs
  - Creating user Flows
  - Wireframes
  - Identifyin and troubleshooting UX problems
  - 2D UI Animations | Motion Graphics
  - PostProduction & Edition
- 
- Script and Storyboards
- 
- Asset implementation in UNITY

For confidentiality reasons I cannot publish or show the work done in this company.

If you are interested in seeing more, please contact me.



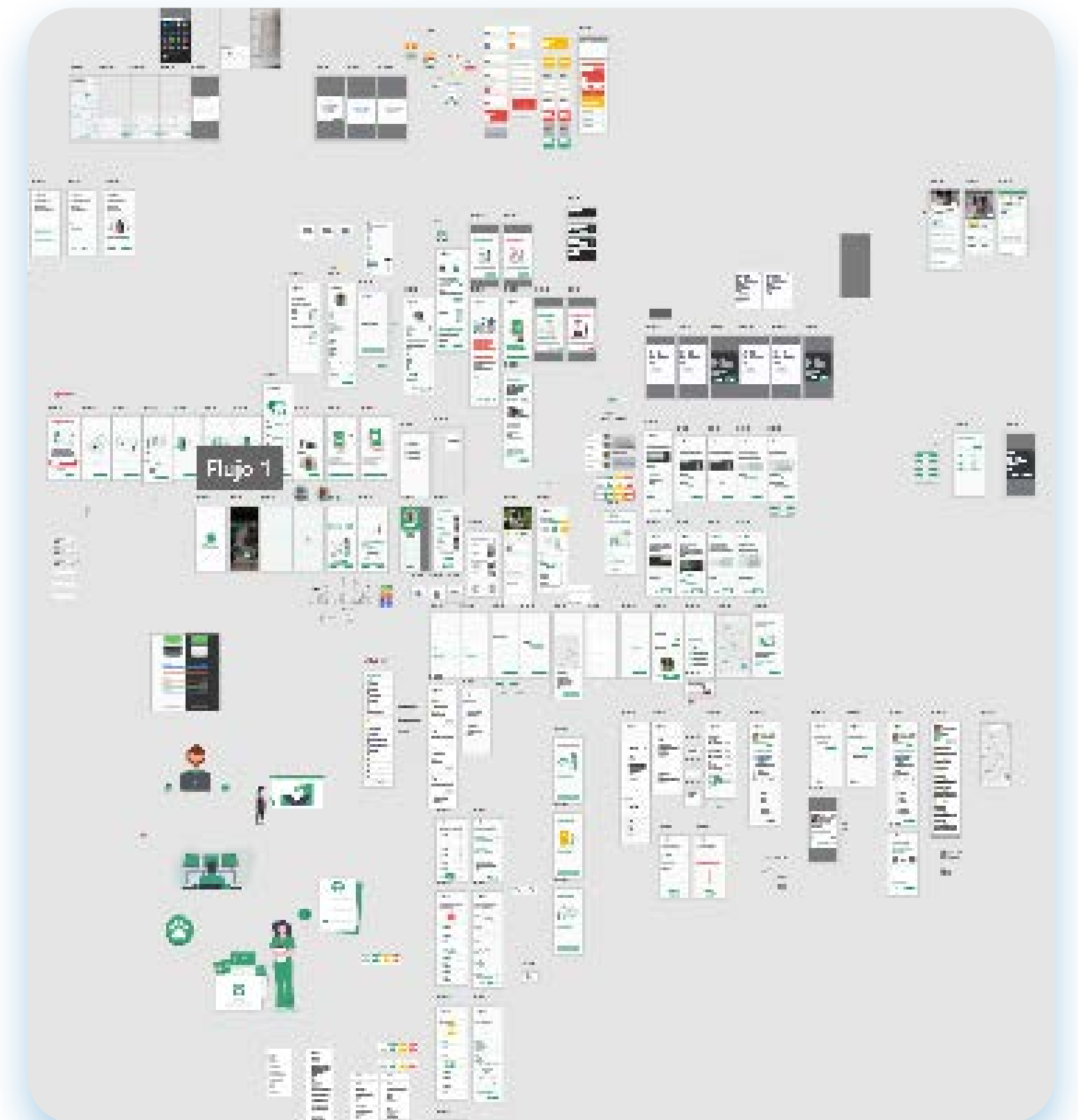
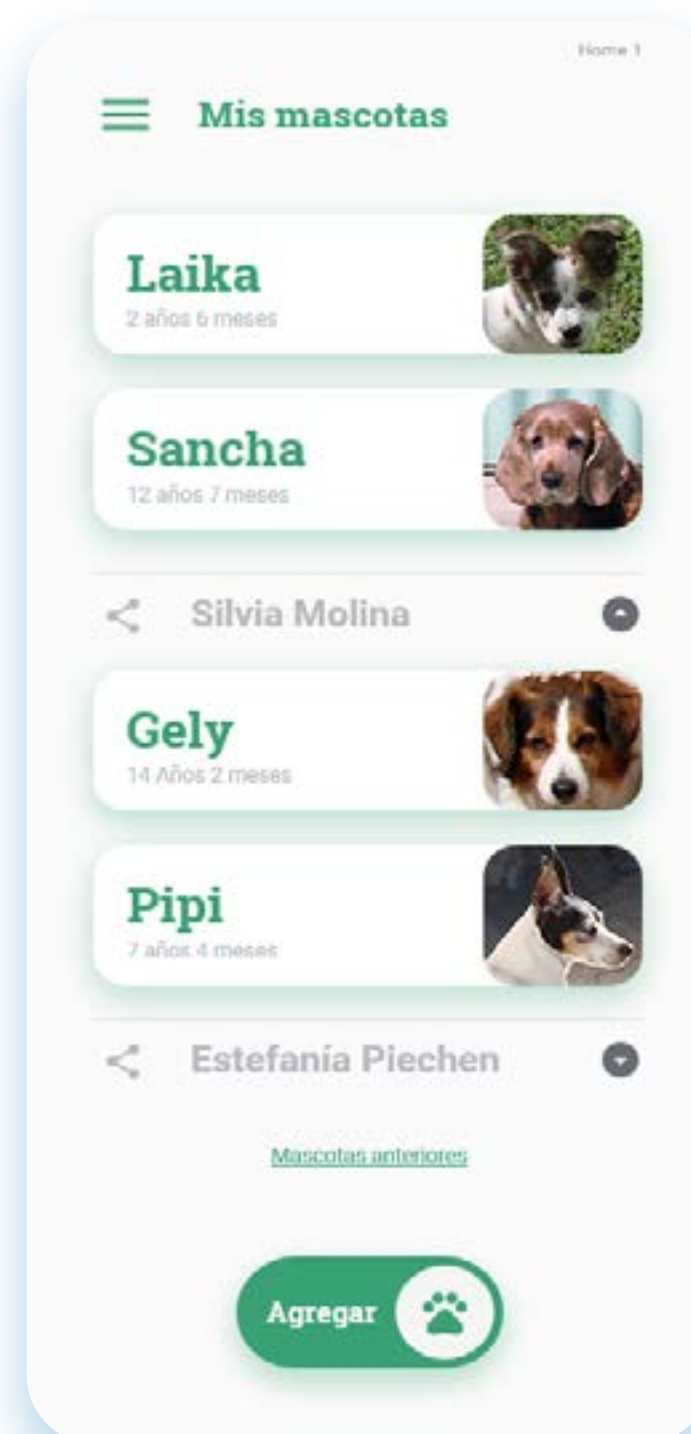




## Online Medical History for Pets

**Founder + CDO**  
**Team Leader**

- Director + Project leader
- Ux Research.
- Research & Interviews.
- Quiz designer & analyst.
- Model Bussiness creator.
- Competition investigation.
- App Wireframe.
- Mockup in Adobe XD.
- Ui App Design.
- CSS y Flutter styles.
- Alpha Tester.
- Branding and marketing responsable.
- Multimedia Director.
- Documentation.
- Scripts & Storyboards.







**ICDA**  
Escuela de Negocios



FOUNDER INSTITUTE

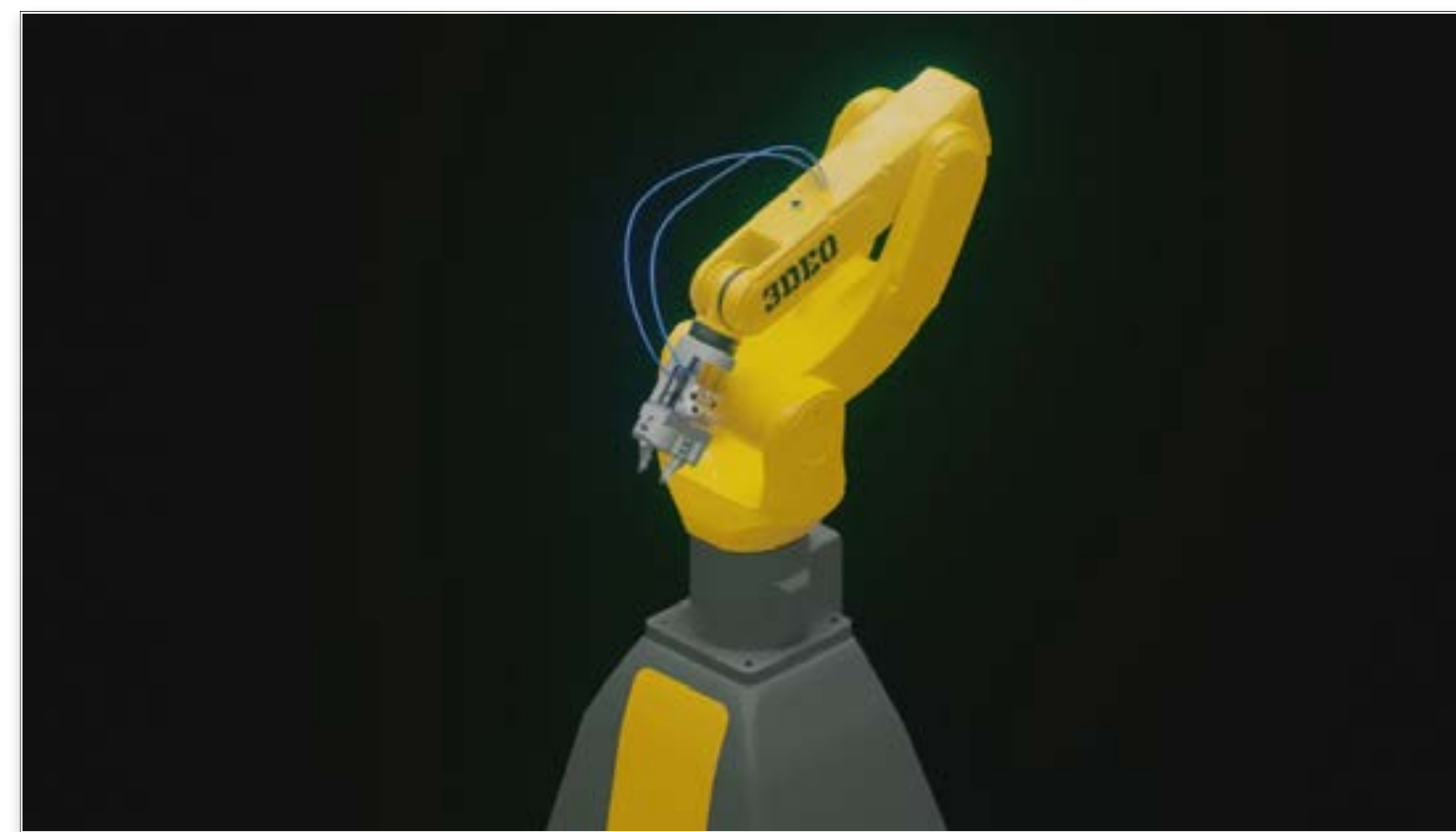
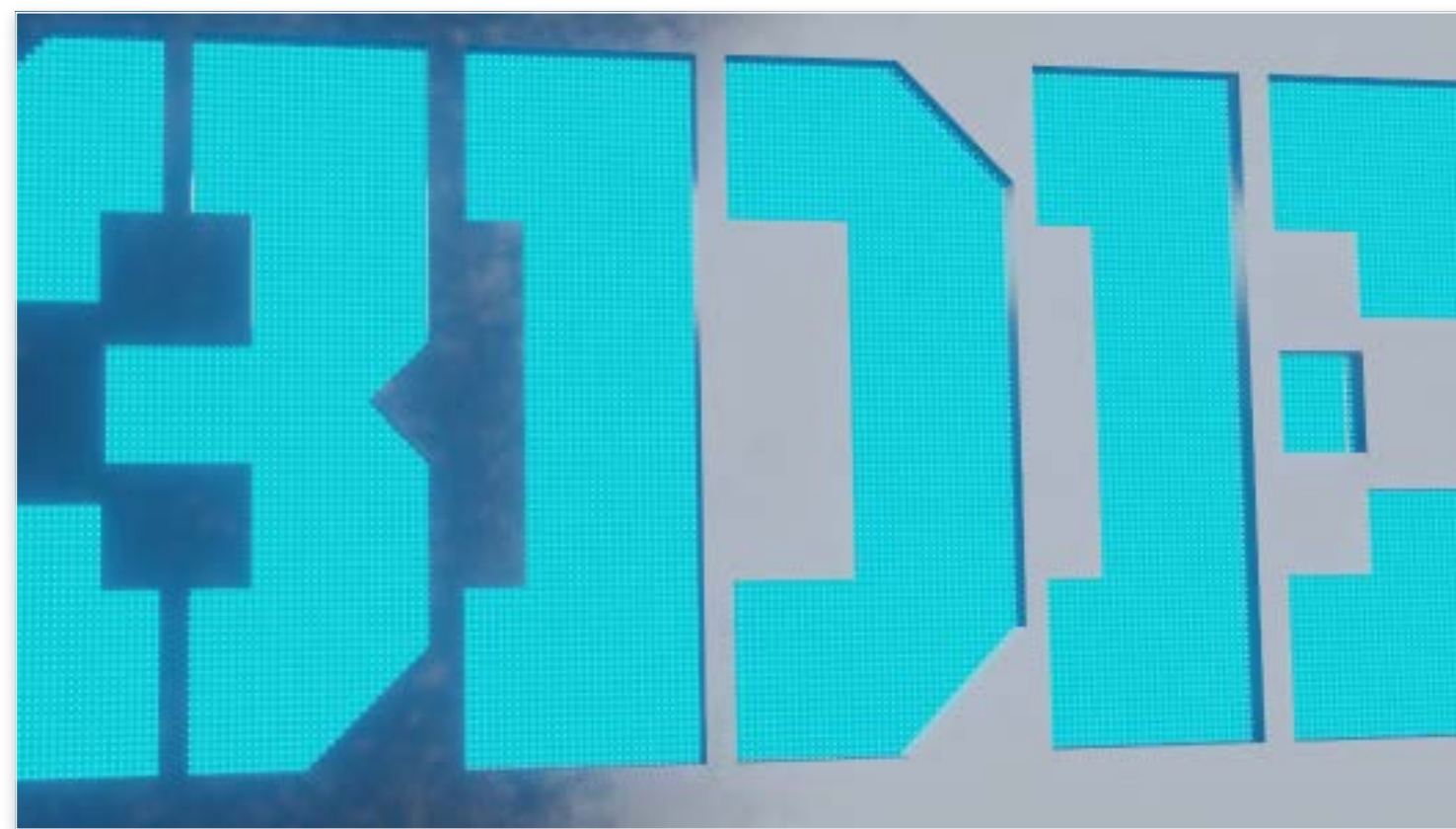
September 2019 > December 2020.

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

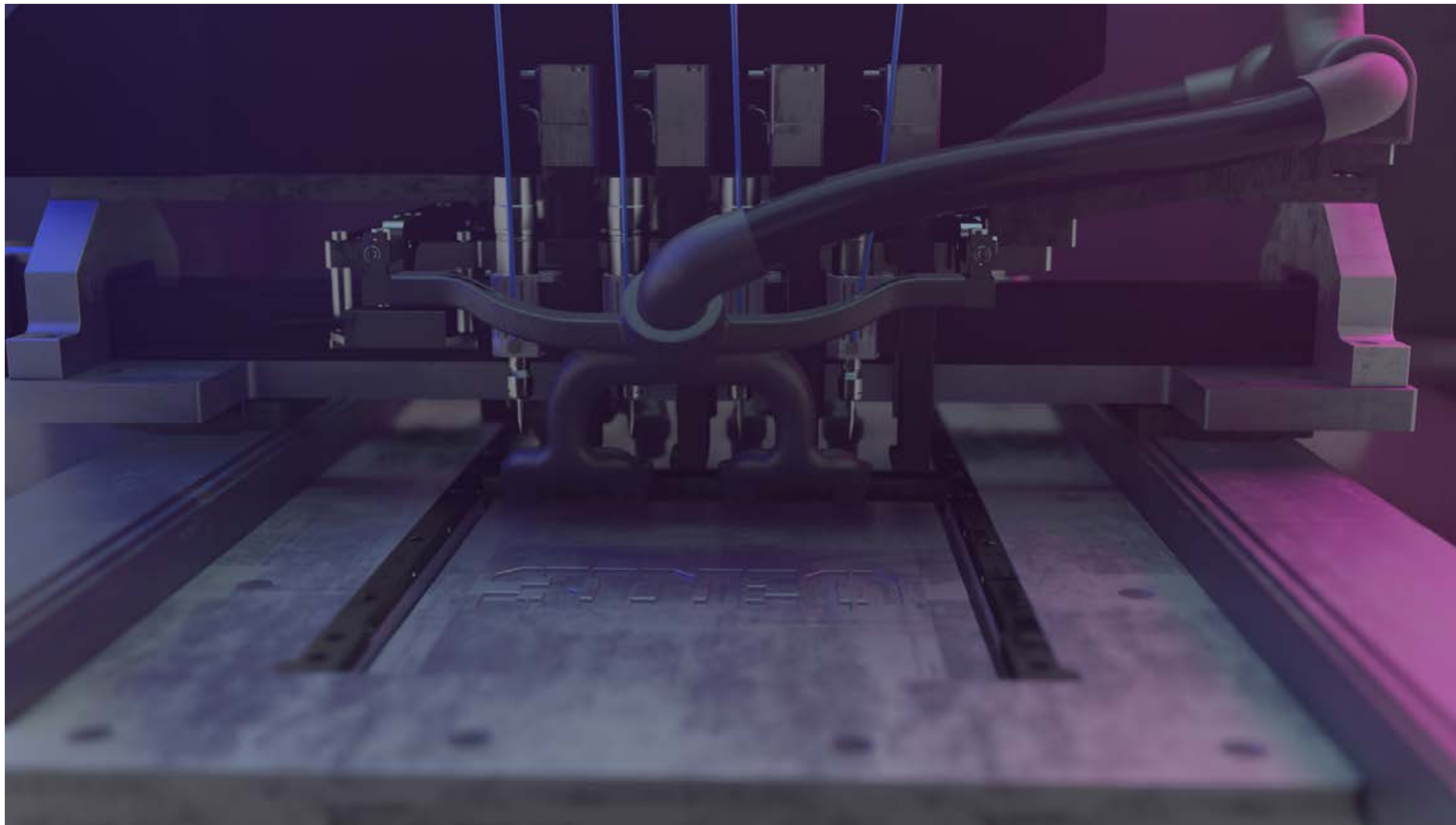


## Qmarq

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



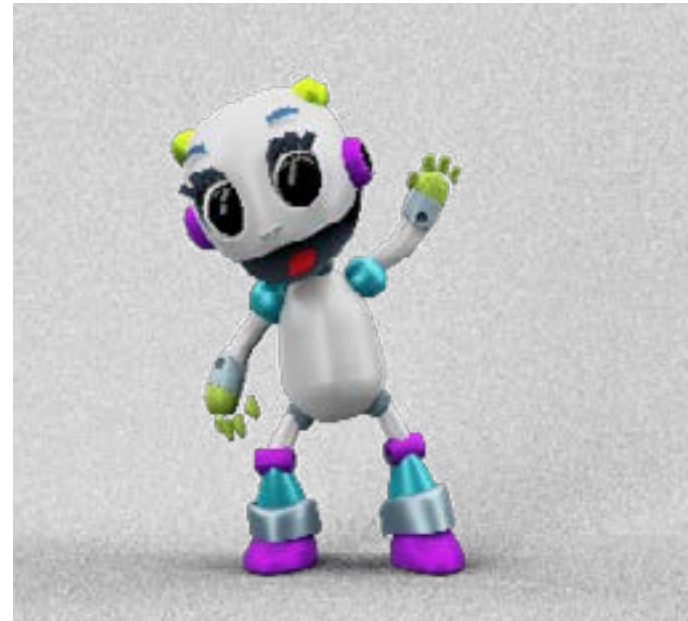






## BlowApp

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





Infoclima S.A.

Educational content developer.  
April 2016 - August 2018

- 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

02- La temperatura

03- Unidades de temp.

04- Trasnferencia del calor

05- Presión atmosférica

06- El viento

07- Tipos de vientos

08- Estados del agua

09- Ciclo del agua

10- La humedad

11- El Sol

12- Estaciones del año

13- La radiación solar

14- Espectro electromagnét.

15- Formación de nubes

Lista de reproducción >







### @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.

### Diseño industrial

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



**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

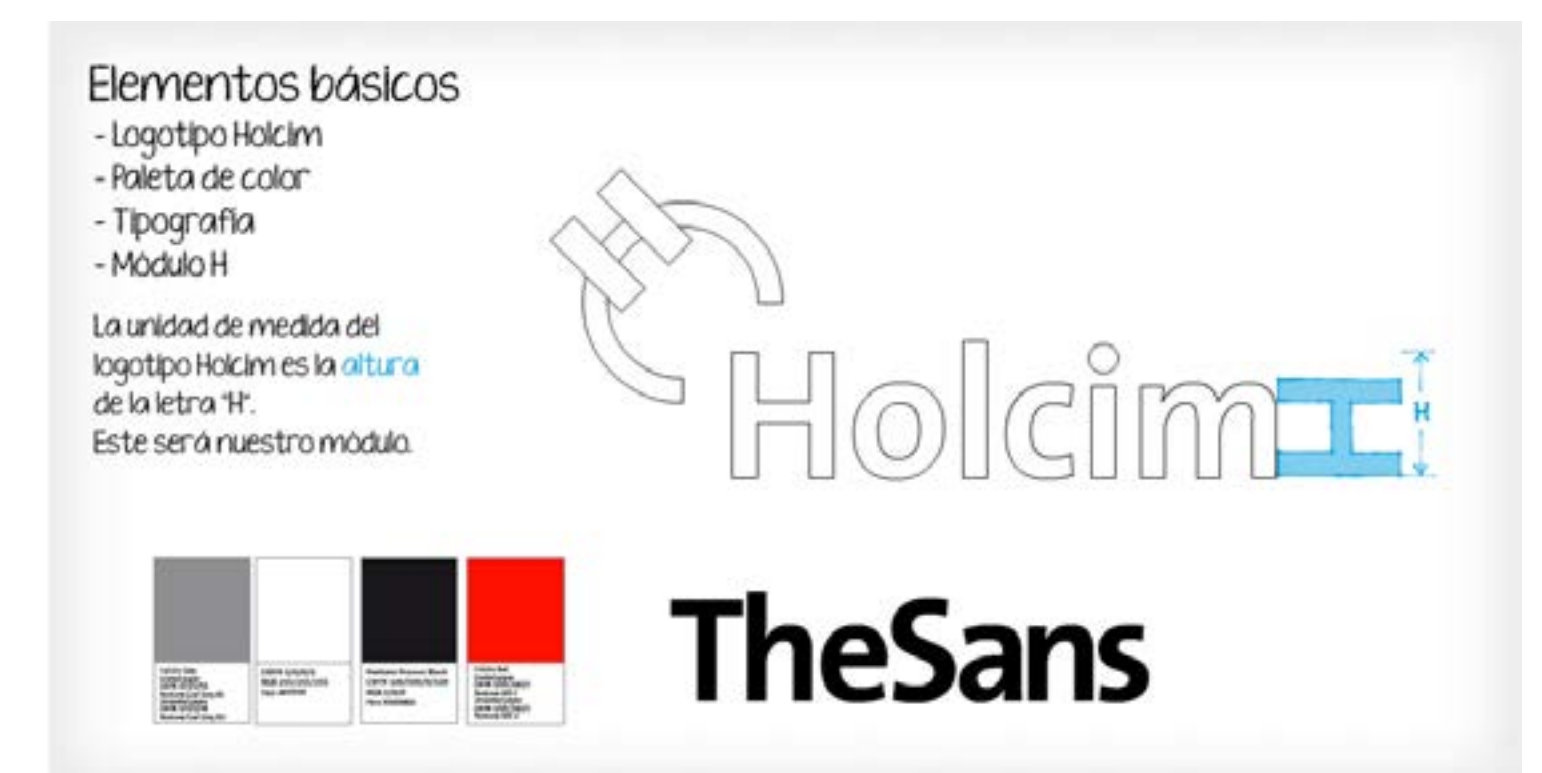
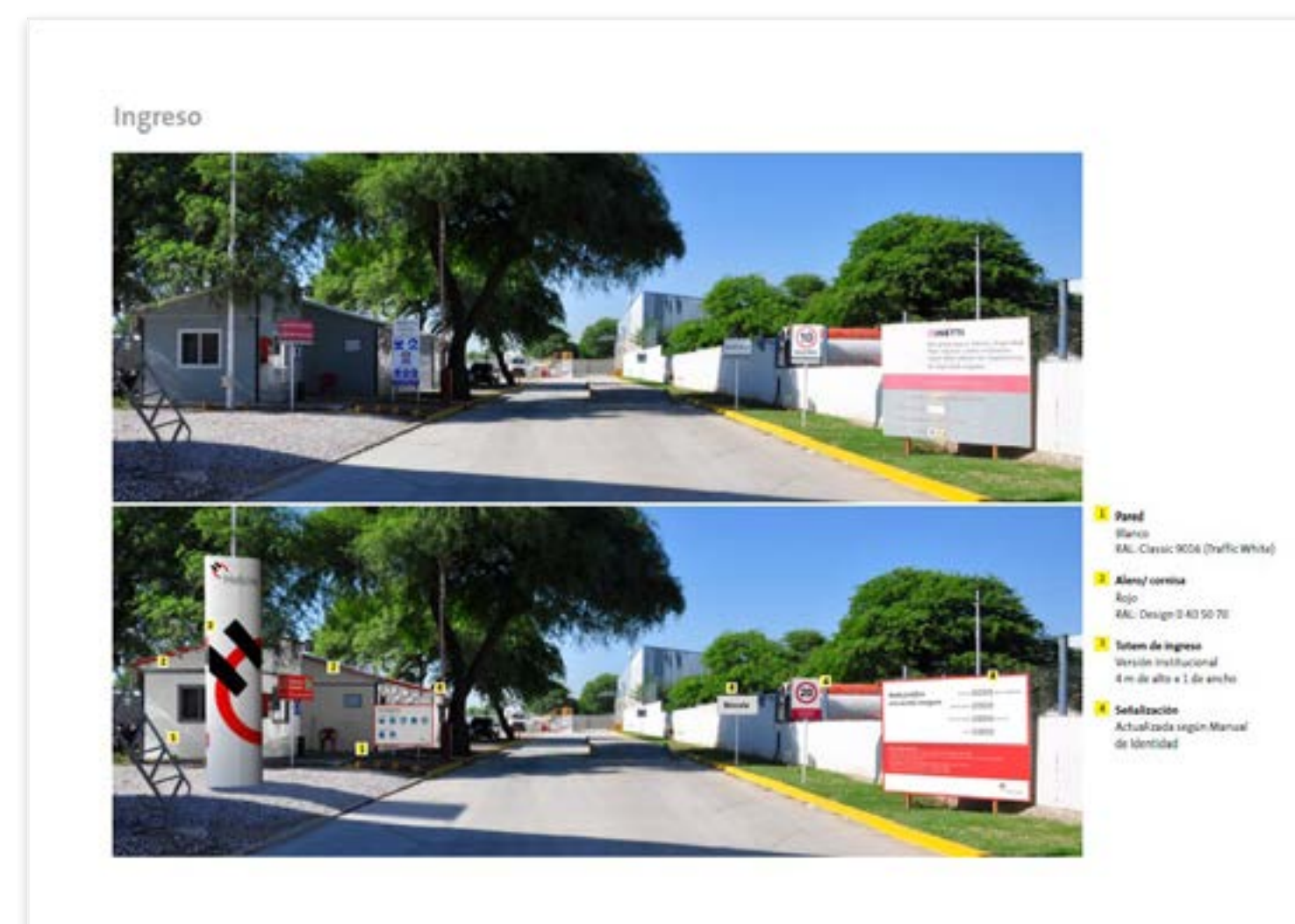
(Daniel Díaz)

November 2009

December 2021

Holcim brand implementation  
campaign

- Assistant, photographer and data collection of each Minetti facility in Argentina.
- Brand Manual adaptation.
- Brand manual creator.
- Printing final files creator.
- 3D modeler and animator.



- Creation of interactive online training for Branding:

- Information architecture.
- 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

Induccion 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.