

Contact

www.linkedin.com/in/diosmiodio
(LinkedIn)
[diosmiodio.com](#) (Portfolio)

Top Skills

Photoshop
Microsoft Office
AutoCAD

Languages

Spanish (Native or Bilingual)
English (Native or Bilingual)
French (Elementary)

Honors-Awards

1st Place : Creating a Transportation
Hub for the Design District
Regional Gold Key : Painting
Presidential Scholarship
Best of Ringling Juried Exhibition
2015-18
Bronze Juror Award for Game Art
Senior Thesis

Dionisio Blanco

Product Design Prototyper at Meta
Los Angeles, California, United States

Experience

Meta

4 years 9 months

Senior Product Design Prototyper
September 2021 - Present (1 year 8 months)
Los Angeles, California, United States

Designing for Horizon Worlds Integrity, Social Expression, Identity and prototyping new social experiences.

Lead 3D / Visual Effects Artist

August 2018 - August 2021 (3 years 1 month)
Menlo Park, California

Meta

Art + Design Intern
May 2017 - August 2017 (4 months)
Menlo Park, California

Art and Design Intern on the Social VR Team at Facebook.

- Worked alongside Creative Direction, Engineering, and Design to create demos for proprietary Web VR technologies.
- Responsible for designs, shaders, rigs, 3d modeling and animation for characters and environments.

NeotradeVR

Co-Founder
June 2016 - August 2016 (3 months)
Miami, Florida

Co-Founded a company specializing in Virtual Reality Interiors rendered using real time graphics (Unreal Engine.)

- Led and Art Directed a team of talented individuals to create a fully-interactive 3D space to pitch to potential investors.
- Used UE4's visual scripting language, Blueprint, to program and compose a robust technical demo to show to investors.

- Also responsible for Lighting, Texturing, and Modeling.

Van Teal Inc.

3D Artist | Visual Designer

June 2015 - August 2015 (3 months)

Miami, Florida

- Used V-ray and 3ds Max to create realistic renderings of upcoming products for use in manufacturing.
- In tandem with another designer, I created framework for new visual branding and website to be handed to other designers.

Interiors by Steven G

3D Artist Intern

June 2014 - August 2014 (3 months)

Pompano Beach

- Responsible for the creation of a 3D Asset Library for furniture design visualization.
- Modeled and textured pieces of furniture using 3ds max with V-ray, Marvelous Designer, Quixel Suite (NDO), and Adobe Photoshop.
- Collaborated with a designer to create test visualizations of in-house product.

Nieto Design

Assistant 3D Artist

October 2012 - January 2013 (4 months)

Miami, Florida

Education

Ringling College of Art and Design

Bachelor of Fine Arts (BFA), Game Art + Design · (2014 - 2018)

Design & Architecture Senior High School

Industrial Design, Industrial and Product Design · (2011 - 2014)