



# HANS DÍAZ

3D ARTIST | MODELING, TEXTURING AND LIGHTING

## ABOUT ME

I am passionate about creating environments, elements, and characters, bringing them from concept to 3D reality, providing them with intention and a story through texturing and lighting.

## SKILLS

- Leadership
- Teamwork
- Active Listening
- Assertive Communication
- Responsibility

## CONTACT

☎ (+51) 950482999

✉ [hansdiaz.hz@gmail.com](mailto:hansdiaz.hz@gmail.com)

📍 Lima - Perú

## WEB AND PORTFOLIO

Website:

<https://hansdiaz.netlify.app/>

ArtStation Portfolio:

[https://www.artstation.com/hans\\_diaz\\_3d](https://www.artstation.com/hans_diaz_3d)

LinkedIn:

[www.linkedin.com/in/hans-diaz-3d](https://www.linkedin.com/in/hans-diaz-3d)

## WORK EXPERIENCE

### 3D MODELER

Studio "Star Toons Animation" | April 2023 - September 2023

Participated in the animated short film "Carrusel" ("Un Vals Así"), inspired by the life and work of Peruvian composer Jorge Madueño.

- Modeled 3D environments and props of various locations in the Barranco district (Lima - Peru) using Autodesk Maya and Blender.
- Textured props with Toon Shader style in Blender (Grease Pencil).
- Created storyboards for some scenes of the short film.
- Conducted 2D animation tests for the main character.

### 2D ANIMATOR

Animated Intro "Suegra Modelo" | September 2023 - December 2023

2D Animator for the animated intro "Suegra Modelo," a YouTube channel with podcast content featuring model and TV presenter Cati Caballero and her son-in-law Mateo.

- Designed main characters (Cati and Mateo) with their respective animation guides.
- Created complete 2D animated shots, from Rough to Clean.
- Inked and colored the animated shots.
- Contributed to the script and development of the intro.

### 3D ARTIST

Freelance | February 2024 - Present

Modeled and textured props and characters on commission for platforms like Workana, Fiverr, and UpWork.

- Modeled and textured props.
- Sculpted, retopologized, and textured 3D characters.



## EDUCATION

### ESCUELA SUPERIOR TOULOUSE LAUTREC

Technical Career "Digital Animation" | August 2019 - June 2023

Developed skills in 2D and 3D techniques for film, advertising, and video games.

Academic Achievements:

- Scholarship for academic excellence in 2020.
- Junior Animator for the 2D animated pilot "Luchín Gonzales" 2020.
- Co-Art Director for "GameJam 48hrs 2020".
- General Director of the 2D short film "La Magia Perdida" 2021.
- Co-Art Director for "GameJam 48hrs 2022".
- General Director of the 3D short film "Inmersive" 2022-2023.

## PROGRAMS

- Autodesk Maya.
- Zbrush.
- Substance Painter.
- Blender.
- Marmoset Toolbag 4.
- Arnold.
- After Effects
- Adobe Photoshop.

## KNOWLEDGE

- Hard Surface Modeling
- Organic Modeling
- Digital Sculpting
- Retopology
- UV Mapping
- Texturing
- Lighting
- Rendering and Post-Production