JONATHAN ESPANA

4716 Lucier Court, Winter Park, FL 32792 | C: 954-732-7517 | Jespana3D@gmail.com

Summary

3D environment artist skilled in a multitude of software packages to produce outstanding visual products for games and other mediums.

Education

Bachelor of Science, **Game Art**   2016
Full Sail University — Winter Park, FL, USA

Proficiencies

Maya
- UV mapping
- Animation and Blend Shapes
- Lighting and Shading
- Mental Ray Rendering
- Hypershade Materials

Zbrush
- High resolution Modeling
- Normal Mapping Workflows
- Re-topologizing
- Lightbox Texturing

Unreal Engine 4 & Unity
- Asset implementation
- PBR Material Workflow
- Material Editing and Creation
- World Building

Marmoset Toolbag
- Asset implementation
- PBR Material Workflow

Photoshop
- General image editing
- Texturing

Cortex
- Cleaning motion capture marker data

Motionbuilder
- Importing and cleaning motion capture data
- Hand keying over motion capture data

Relevant Characteristics

- Team oriented
- Quick learner
- Proactive
- Do what it takes attitude
- Timely and efficient
- Dependable

Portfolio

www.jespana3d.wixsite.com/portfolio