



# MARC JOSEPH YUI G. ARANILLA

3D ARTIST

## CONTACT



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Blk 9 Lot 6 Villa Olympbia Phase 4, San Pedro, Laguna



[yuiaranilla.github.io](http://yuiaranilla.github.io)

## EDUCATION

2022 **CIIT College of Arts and Technology**  
Alabang Digital Arts School  
3D Animation (2020 - 2022)

2017 **AMA Computer College**  
Canlalay, Biñan, Laguna  
BSCS (2013 - 2017)

## SKILLS

- Proficient in Microsoft Office applications
- ZBrush Tool Expert
- Adept in Photoshop, Autodesk 3ds Max, and Blender application
- Knowledgeable in Java, C++ programming, HTML, and JavaScript
- Adept in 3D Animation, 3D Logo designs, 2D Art, and photo editing
- Proficient in video and sound editing
- Knowledgeable in computer troubleshooting and repairs on hardware and software
- Adaptability
- Problem solving
- Manages time efficiently
- Attentive to detail

## PERSONAL INFO

Date of Birth: September 09, 1994  
Age: 29 years old  
Place of Birth: San Pedro, Laguna  
Civil Status: Single  
Citizenship: Filipino  
Gender: Male  
Religion: Roman Catholic  
Mother's Name: Olive Garcia Aranilla  
Father's Name: Hildebrando Fulgham Aranilla Jr.

## HOBBIES

- Plays Computer Games
- Likes to drive
- Watches anime and attend conventions
- Cosplay

## PROFILE

To acquire valuable knowledge and skills in the field of 2D and 3D Animation to complement those that I have learned from school, companies I've worked, and my supervisors. In return, I offer my service and determination to be an asset to your company. Looking for an opportunity to utilize my strengths to build my career that would intrinsically help me in achieving greater practical excellence in the technical domain, exceptional hardworking nature along with good communication skills to explore the requirements and come up with innovative solutions.

## WORK EXPERIENCE

### 3D Animator

February 2023 - May 2023

Start Animation Company  
Jem Building, Pasig City

- Developed computer graphics and 3D animations based on a detailed design brief
- Collaborate with fellow animators using software such as 3ds Max and Blender application to deliver a robust final animation
- Visualize 3D iterations of two-dimensional storyboards and artwork
- Ensure projects are completed promptly and are of high quality
- QA design for errors
- 3D modelling, 3D editing, 3D rendering, 3D rigging, and 3D asset creation
- Video editing and sound editing

### 3D Animator

August 2022 - February 2023

HPL Game Design Corp.  
Visayas Avenue, Quezon City

- Works closely with 3D artists, leads and the animation supervisor to ensure the clients' requirements are met
- Works under guidance of the senior 3D artists to grow and develop the business, as well as implement working methodologies, manage large projects, and coordinate the visual effects output and quality control
- Meets deadlines and requirements set by production schedule
- Work with digital design tools to create 3D animated assets
- 3D modelling, 3D editing, 3D rendering, 3D rigging, and 3D asset creation

## TOOLS USED



**AUTODESK**  
3ds Max



**Adobe**  
Photoshop



**ZBRUSH**



**blender**



**AUTODESK**  
MAYA



**SUBSTANCE**  
by Adobe