

RENE SAQUIC | 3D ARTIST
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Professional Info

I am a 3D artist specializing in 3D environments, props, characters, and 3D printing. I have also been an instructor for private organizations.

Work Experience

PVNET | 3D ARTIST, 3D PRINTING TECHNICIAN, EDUCATION

MANAGER AND INSTRUCTOR | Jan 2014 - Dec 2015

- Created organic and mechanical designs for 3D Printing
- Working with plastic, color, and metallic 3D Printing
- Maintaining and utilizing various types of 3D Printers
- Utilizing 3D Scanners to scan various people to be used for 3D Projects
- Working as Education Manager and Instructor; Teaching, scheduling and promoting classes regarding 3D Design and technology
- Mentoring and leading Interns in different aspects of 3D Design

CHOICE GROUP | 3D INSTRUCTOR | Jan 2014 – March 2016

- Primary 3D Game Design Instructor
- Helped develop a 16 week curriculum for the beginner, intermediate, and advanced classes

GAMEDESK | 3D ARTIST | 2010 - 2013

- Environment creation and placement of objects in 3D Game Engine
- Modeled, textured, and animated 3D props
- Character creation for several projects
- 2D concept work

ICT | 3D ENVIRONMENT ARTIST | July 2011 - March 2012

- Modeled and textured realistic buildings for a virtual simulation experience
- Tested and improved modular work flow to reduce texture draw calls in the game engine while keeping the texture density at an excellent quality

Education

The Art Institute of California - Los Angeles 2006 - 2010

Bachelor of Science Degree, Game Art & Design

Skills

Environment Creation
Prop and Asset Creation
Character Creation
World Building
Textures
Lighting
3D Animation
3D Printing
3D Scanning
Photography
Video Editing

Software

Zbrush
Unreal Engine 4
Unreal Development Kit
3Ds Max
Maya
Substance Painter
Mudbox
xNormal
Quixel Suite
Mamoset Toolbag
Keyshot
After Effects

3D Printers

CubeX Trio
Airwolf 3D HD2x
AIO Robotics ZEUS
Deezmaker Bukito

3D Scanners

Sense Scanner
Fuel3D Scanify