Gerardo Diaz

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Software

• Autodesk Maya, Autodesk Max, Pisologic Zbrush, Adobe Suite (Photoshop, Illustrator, After Effects, Flash) Sketch Book Pro

Skills & Abilities

3D MOLDER

• Environment, Vehicle, and Prop modeling. Uv mapping, Unwrapping, Texture, Materials and Lighting.

2D ARTIST

• Illustrations, Concept Art, 2D web layout and design.

TRADITIONAL ART

 $\cdot\,$ Sketch Artist, Painting, Sculpting, Inking, Scratch board

LEADERSHIP

• Directed Environment 3d modelers in team production project. Experience in tutoring other 3d molders.

Experience

MERCHANDISER | COCA-COLA | 02/2011

- \cdot Build Weekly and season theme displays
- \cdot Merchandise store in timely and efficient manner
- $\cdot\,$ Maintain store back room sections clean and organized
- $\cdot\,$ Build and maintain professional relationship with store managers and employees
- · Help with boost of sales
- · Customer service

PARTS DRIVER | MOSS BROS AUTO GROUP | 02/2009-02/2011

- $\cdot\,$ Deliver parts in timely manner
- · Check parts for damage and accuracy
- $\cdot\,$ Managed money from customers, make changes, and record transactions
- $\cdot\,$ Listen to and resolve customers complaints

DELIVERY DRIVER | PIZZA HUT | 02/2005-03/2010

- · Deliver orders in timely manner
- · Take customer orders over telephone
- \cdot Managed money for customers, make changes, call in transaction changes
- $\cdot\,$ Customer service

Education

BACHELORS OF SCIENCE | 2015 | THE ART INSTITUTE OF CALIFORINA - INLAND EMPIRE

 \cdot Major: Media Arts/Animation