ROBERTO
barrientos

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barrientos3d.com

EDUCATION:

The Art Institute of Dallas- September 2016
Bachelor of Fine Arts – Media Arts and Animation

SKILL SETS:

- Proficient in 3D Software – 3ds Max, Substance Designer, Z-Brush
- Proficient in Adobe CC – Photoshop, Indesign, Illustrator, After Effects, Premier Pro
- Skilled in Renders - V-Ray & Corona for lighting, texturing and rendering
- Efficient and fast modeler with experience in various modeling workflows
- Able to create original compositions and designs
- Strong traditional skills: Drawing, Concept Design, Color Theory, Type, Logo Creation
- Able to communicate ideas well verbally, visually, and through writing
- Aptitude to work well individually and in a team environment.
- Able to work quickly and meet deadlines without sacrificing quality
- Self-driven and detail orientated
- Bilingual – English and Spanish

EXPERIENCE:

RMG Networks – Addison, Texas
Visual Designer - November 2016 – July 2017

- Learned & utilized the proprietary software from RMG.
- Created wireframe concepts for client revision
- Rendered 2D illustrations in Photoshop & Illustrator
- Storyboarded and created video animations in After Effects
- Met deadlines and collaborated on team projects
- Created Logo animations in after effects

Entos Design - Dallas, Texas
3D Rendering Specialist - Nov 2017 – July 2018

- Produced 3D models in 3ds Max based on architectural floor plans, photos and surveys
- Created material libary for V-ray render
- Took final renders into Photoshop for post-production
- Created custom graphics in Photoshop and Illustrator for various projects including;
-     - way finding, environmental graphics, and logo creation
- Met deadlines and collaborated on team projects

Strand A+E - Dallas, Texas
3D Visualizer - November 2018 - Present

- Created material library in Substance Designer
- Setup master template system in 3Ds Max for production
        -Included lighting system, rendering setup, and material libary
- Improved rendering times, quality and consistency
- Created interactive virtual tours using KR-Pano, 3ds Max, and Photoshop
- Produced architectural renderings based on client specifications