



# Alfredo Campa, Jr.

Environment Artist

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## Objective:

Dedicated Environment Artist who wants to work in an environment that will help grow and refined my skill while challenging me to gain knowledge in other existing and new skills.

## Skills:

After Effects

Maya

3DS Max

ZBrush

Photoshop

Storyboard Pro

Flash

Premier Pro

Nuke

Fusion 360

Illustrator

## Technical

Low/High poly modeling

Digital Painting

Storyboarding

2D/3D Animation

Lighting

Compositing

Motion Graphics

Particle Effects

retopologize

## Experience:

3D Generalist, "Single Ready to Flamingo"

2015

Short animated film team collaboration

- Was responsible for 3D environment blocking during the layout phase of the film.
- Was lead lighting on the animation and was responsible for the final lighting of the entire film.
- 3D Animated 7 main shots.
- Met regularly with team lead, got feedback on work and implemented changes within schedule.

Equipment Manager/Lighter, "Glimpses of Orange"

2014

Short film team collaboration

- Kept track of and provided all equipment needs for the film.
- Responsible for real world lighting set up using spot lights.
- Acted in the film in a small roll.

## Education

The Art Institute of Austin

2013 - 2017

B.F.A. – Media Arts and Animation

## Awards:

AB Honor Roll for 11 consecutive quarters

2013-2016