CARLOS
FARIAS

(909)919-3545 ☎

mindsdepth@gmail.com ✉

https:/www.linkedin.com/in/carlos-farias-14841b3a 🔗

www.mindsdepth.com 🌐

☰ OBJECTIVE

Passionate and driven 3D Generalist looking for new challenges in an ever changing industry. The ability to work with a variety of projects from lighting and rendering, to modeling and texturing, rigging and animation and particle systems. Well organized with attention to detail, able to manage projects and experienced in collaborating with various departments.

⚒ SOFTWARE

- 3DS Max
- After Effects
- Agisoft
- Arnold
- Forrest Pack
- Groundwiz
- Mari
- Maya

- Modo
- Nuke
- Photoshop
- Redshift
- Substance Painter
- Vray
- Zbrush

💼 EXPERIENCE

CG Generalist | **Dhar Mann Studios Ella and Myla's World Youtube Channel**
01/2021 – 6/2023
Software utilized: Arnold Render Lighting, Maya, Substance Painter Zbrush Photoshop
Worked directly with 2D artists, animators, riggers, and art directors, in the development of 3D assets, characters, and environments from concept art for an 3D animated childrens series.

CG/VFX Artist | **Framestore**
12/2019 – 1/2020
Software utilized: Maya, Arnold and Substance Painter
Worked directly with leads to ensure color balance, modeling, texture, lighting and rendering meets quality of client's vision. Collaborated with team members on most efficient methods of time management of tasks.

CG Generalist | **TNG Visual Effects**
09/2019 – 10/2019
Software utilized: Arnold, Maya, Substance Painter and Zbrush
Managed and over saw a team of artists with task and time management of assets and look development. Worked directly with owner to assure quality and final product met the standards of the client.

CG/VFX Artist | **FuseFX**
07/2019 – 08/2019
Software utilized: 3DS Max and Arnold Substance Painter

Worked closely with lead artists and producers on various tasks from lighting and rendering to rigging and animation per direction of previs and continuity of sequence shots. Troubleshooting various technical issues with other departments to assure timely production.

CG/VFX Artist | Deluxe Digital Studios – Encore Visual Effects

08/2016 – 05/2019

Software utilized: 3DS Max, Forrest Pack, Maya, Number, Redshift, Vray and Zbrush

Collaborated with art leads and producers from various departments in production of numerous tasks such as lighting, rendering of characters, environments, props, vehicles, animation of props, modeling and texturing of props, Vfx of props for network television - Supergirl season 2-3; Flash season 3-4, Doom Patrol season 1; Titans season 1; Seal team season 2; Insecure season 1; Dynasty season 1

CG Generalist | Saatchi Saatchi

05/2016 – 07/2016

Clients: Toyota

Software utilized: Maya Vray and Zbrush

Contributed with lead team to visually bring together multiple images using techniques of lighting and rendering of interior and exterior of various Toyota models. Worked alongside lead artist to trouble shoot more efficient methods of geometry reconstruction using various software and producing a comprehensive report for documentation process.

CG Generalist | Mimic 3D

03/2012 – 07/2016

Clients: Lacma, Smithsonian, Independent companies

Software utilized: 3DS Max, Agisoft, Mari, Moto, Photoshop Vray and Zbrush

Coordinated with owner of the company on different projects with the use of photogrammetry and scan data for various platforms and with photo re-application to model for texture, map creation and projection mapping. Lighting and rendering and texturing of finished assets.

CG Generalist| Sabertooth Interactive Lcc

01/2009 – 03/2012

Agencies: Saatchi and Saatchi, Designory, Team Detroit, Innocean, Chiat, Scroll Motion

Clients: Monsterology, Animal Planet, Power Rangers, Ford, Nissan, HBO, Craftsman and Dove

Software utilized: 3DS Max Vray Zbrush Mari Photoshop

Worked with a team of artists and owner on projects ranging from game apps, web advertisement using techniques of modeling, texturing, lighting and rendering, animation. Collaborated with developers on implementation of assets for game engines and troubleshooting issues as they arise.

CG Generalist | Two Headed Monster

01/2008 – 01/2009

Agencies: Designory, Team Detroit, Innocean, Chiat

Clients: Hyundai, Infiniti, Marlboro

Software utilized: 3DS Max and Vray.

Operated with a team of artists and owners creating a wide range of projects with tasks assigned from rigging and animated various models. Resurface modeling scan data for high end 3D digital print and animation. Modeling, texturing, lighting and rendering high end 3D for commercials, online media campaigns, and images for print.

🎓 EDUCATION

Bachelor's Degree Game Art Design | Westwood College school of Technology
3/2004 – 3/2008

Certificate Digital Animation Program | Mount San Antonio College
6/1997 – 12/1999