

Robert Miramontes

Los Angeles, CA | Cell: 323-807-3158 | robmira3@yahoo.com | www.robertmiramontes.com

Summary

I'm currently looking to broaden my career as an artist. I'm fascinated by the ability to digitally sculpt/model. I'm self-driven and passionate about producing cg artwork and ready for a new challenge.

Software

3D Studio Max, Zbrush, Photoshop, Some Knowledge of Unity, Beginner in Maya

Experience

3/2017 - Present

3D Generalist | Within | Culver City, CA

- Currently working on several VR & AR projects. Tasks include Character Skinning, Blocking Animation, CG Storyboard Compositing, Character & Prop Optimization, Asset Creation, Baking Animations & Exporting to Unity, Setting up Assets in Unity (applying shaders & textures, etc.)

6/2012 - 2/2017

3D Generalist | Studio TEN formerly Mind Over Eye | El Segundo, CA

- Worked on multiple CG projects that required 3D modeling, Re-topo for game models and for high resolution product models, UV unwrapping, Texturing, Lighting, Rigging, Animating, Scene Assembly.
- Collaborated on the development of a few mobile apps: Dodge Revolution, Ram by Mopar, Playworld Systems Interactive Playground.

6/2011 - 6/2011

Graphic Artist | Physical Optics Corporation | Torrance, CA

- Assisted in the compositing of 3D graphic figure proposals for the Department of Defense.
- Created 3D Assets.

5/2011 - 5/2011

3D Modeler | 9K9 | Los Angeles, CA

- Modeled a few exterior accessories for a Volkswagen Jetta; the side valances, spoiler and front and back splashguards.

6/2008 - 10/2009

Junior Artist | 7 Studios | Los Angeles, CA

- Advanced from intern to full time Junior Artist.
[Space Camp \(Wii\)](#)

- Duties included modeling and texturing art assets.
Scratch the Ultimate DJ, Unreleased (PS3, Xbox 360)
- Responsible for modeling, texturing, rigging, skinning and animating art assets.
- Assisted with the optimization of L.O.D for character models.
- Setup Havok Behavior Projects.
Unreleased Title (PS3, Xbox 360)
- I was involved in the creation of particle FX, setting up the environment light show and setting up the in game camera shots.
- I learned and became comfortable using the particle system workflow, light show workflow and the Sony Vegas software for the in game camera shots.
- Worked closely with FX Senior Artist to ensure game quality FX.

Education

Westwood College | Los Angeles, CA

12/2005

- Bachelor of Science Degree in Animation

3/2004

- Associate of Science Degree in Graphic Design