

Portfolio	www.eunicelo.com
Education	<p>2007-2008 Vancouver Film School 3D Animation and Visual Effects diploma with Honours (Modelling Stream)</p> <ul style="list-style-type: none"> • Learned box and patch modelling • Learned texturing, lighting, and rendering in Softimage and Maya • Learned the basics of animation in 2D and 3D <p>2002-2007 University of Alberta Bachelor of Design in Visual Communication Design with Distinction</p> <ul style="list-style-type: none"> • Learned art and design fundamentals, including colour theory and composition • Took art and design history , interactive design (Flash and Dreamweaver), drawing, painting, and photography among other classes • Also took an Industrial Design course in visual presentation (modelling using NURBS in Rhino3D) and a multi-disciplinary team-based course on game design
Skills	<p>Computer Knowledge</p> <ul style="list-style-type: none"> • Softimage, Maya, ZBrush, Photoshop, Illustrator • Able to do modelling, texturing, lighting, rendering, basic animation • Took some computer science classes in Java, C++, and assembly language <p>Drawing and painting in both traditional and digital media</p> <ul style="list-style-type: none"> • Learned traditional painting in high school and university • Digital painting using Photoshop <p>Design</p> <ul style="list-style-type: none"> • Book design, web design, Flash, typography and layout, illustration, advertising, photography and photo editing
Experience	<p>2008 Rainmaker Entertainment Inc. 3D Modeller</p> <ul style="list-style-type: none"> • Worked on <i>Barbie presents Thumbelina</i> and <i>Barbie and the Three Musketeers</i> • Responsible for modelling, unwrapping, and texturing props and characters • Entrusted with fixing models and textures passed down from other modellers <p>2009 Accent Printing Ltd. Prepress and Graphic Designer</p> <ul style="list-style-type: none"> • Responsible for checking and preparing files for print, making plates, and working with clients for graphic design projects • Worked to prepare print jobs for the rest of the production cycle and found ways to streamline the prepress process • Collaborated with others to ensure the jobs flowed smoothly down the pipeline

Awards	<ul style="list-style-type: none">• Jason Lang Scholarship 2004, 2005, 2006 for achieving a GPA over 3.2• Carlson Academic Excellence Scholarship in Science 2002• Harvey S Perkins Scholarship 2002 for superior academic achievement in Grades 11 and 12• Member of Golden Key Honours Society• Dean's Honours List
Interests	<ul style="list-style-type: none">• Video games• Reading fiction• Watching movies• Reading graphic novels• Illustration and concept art• Reading up on the latest technology
References	Available upon request