

JUAN CARLOS CALVACHI

3D MODELER

Ann Arbor, MI 48103 | calvachi@unbreakabletoon.com | <https://www.artstation.com/unbreakabletoon>

Efficient, highly motivated and result driven bilingual 3D Artist. Detail oriented competitive professional specialized in hard surface / organic modeling and proficient in all aspects of the 3D production pipeline. Ethical, self-motivated, and decision making individual with a passion for creative problem solving. Capable of independent work, time management and the ability to adapt to fast-changing production environment. Excellent written and verbal communication skills.

WORK EXPERIENCE

Freelancer 3D Generalist | Unbreakabletoon Studios | Ann Arbor, MI | Jan 2016 – Present

Innovated pre-established modeling workflows to increase efficiency 30% creating shorter asset delivery. Automated repetitive modeling tasks with scripts. Collaborated with riggers and animators to create high resolution and low poly count assets for animation and in game engines. Improved UV layouts to decrease projects overall texturing workload by 20%. Constructed proxy meshes for animation, managed polygonal retopology, and rigged assets. As a team member developed character design concepts, mechanical constructs, and 3D environments taking art direction and feedback from clients and lead directors. Generated photorealistic render images using customized diffused, specular, and normal texture maps with customized HDRIs for backplates and live footage video. Composited, edited and fixed issues in post-production in Adobe After Effects.

Workshop Lecturer | Eastern Michigan University | Ypsilanti, MI | Oct 2018 – Dec 2018

Designed, managed and lectured an extracurricular workshop in Autodesk Maya Fundamentals mentoring EMU students at the College of Technology. Lectured students through the interface overview, project management, preference and settings, polygonal modeling workflow, proper edge-flow, UV mapping, texturing, rendering, animation, and basic lighting techniques. By the end of the workshop the overall knowledge of Autodesk Maya increased in about 30% of the students in the program.

Help Desk Support Agent | IHA | Ann Arbor, MI | Feb 2012 – Feb 2015

Provided technical support and customer service to all IHA locations remotely or on location, deployed hardware and software, educated end users on the proper use of software and hardware and managed all software and hardware including but not limited to equipment deployment, workstation imaging, software installation, configuration, management and maintenance. Redesigned and improved the ticket tracking system GUI decreasing data retrieval time by 80%.

ACHIVEMENTS

Short Animated Film - **Quantum (2016)** <https://youtu.be/myH-ZS31yrY>

Washtenaw Community College Final Project displayed at the 3D Animation Gala 2016.

Short Film - **Quantum Red (2018)** https://youtu.be/OR0aedo_dNM

EMU Senior Project showcasing all aspects of the production pipeline through the integration of 3D elements to live footage.

EDUCATION

Eastern Michigan University College of Science (Sep 2017 - Apr 2019)

Bachelor of Science in Simulation, Animation, and Gaming, Cum Laude

Washtenaw Community College (Jan 2015 – May 2017)

Associates of Science in 3D Animation

Washtenaw Community College (Jan 2011 – May 2013)

Associates of Applied Science in Information Systems: Programming in C++

SKILLS

Autodesk Maya, Autodesk 3ds Max, Autodesk AutoCAD, CAD, Zbrush, Blender, V-Ray, Arnold, Substance Painter, Autodesk MatchMover, Adobe Photoshop, Adobe Creative Cloud, Adobe Illustrator, Adobe After Effects, Unity, Unreal Engine 4, PHP, Unity, MEL, Modeling, Texturing, Rigging, Animating, Rendering, Microsoft Office, Word, Excel, Power Point

LANGUAGES

English (Fluent), Spanish (Fluent)

PORTFOLIO

<https://www.unbreakabletoon.com/>

<https://www.linkedin.com/in/juan-carlos-calvachi-36a2079b/>

References Available Upon Request