

YANICK JUIN

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OBJECTIVE | SEEKING A POSITION AS A 3D MODELER WHERE EXCELLENT WORK ETHICS AND TECHNICAL SKILLS WILL BE NOTICED AND APPRECIATED. I AM LOOKING TO OBTAIN A CHALLENGING POSITION TO WHICH I CAN APPLY AND ADVANCE MY SKILLS. I WISH TO GROW AS AN ARTIST AND PROFESSIONAL.

SKILLS & ABILITIES

- HARD SURFACE MODELING
- ORGANIC MODELING
- ARCHITECTURAL MODELING
- CREATURE DESIGN
- VEHICLE DESIGN
- UV MAPPING
- TEXTURING
- MOTION CAPTURE DATA TRACKING AND CLEANING

SOFTWARE EXPERIENCE

- AUTODESK MAYA
- AUTODESK 3D STUDIO MAX
- AUTODESK MUDBOX
- PIXOLOGIC ZBRUSH
- THE FOUNDRY MODO
- HEADUS UV LAYOUT
- ADOBE PHOTOSHOP
- ADOBE IN DESIGN
- ADOBE AFTER EFFECTS

EDUCATION

SANTA BARBARA CITY COLLEGE, SANTA BARBARA
GRAPHIC DESIGN
ACADEMY OF ART UNIVERSITY, SAN FRANCISCO
ANIMATION & VFX (3D MODELING)

WORK EXPERIENCE

- MO CAP MILITIA. 3/27/2015- CURRENTLY EMPLOYED
MOTION CAPTURE TRACKER ARTIST
- 2K GAMES NBA
MOTION CAPTURE TRACKER ARTIST
- 2K GAMES WWE
MOTION CAPTURE TRACKER ARTIST
- BUILD-A-BEAR HONEY GIRLS
MOTION CAPTURE TRACKER ARTIST
- THE BOX- PARAMOUNT
- VIDEO REFERENCE OPERATOR
- INTERIOR DESIGN ENVIRONMENT MODELING

RECREATIONAL ACTIVITIES

3D MODELING, DRAWING, CREATING, MOVIE GOING, GAMING, HIKING, RUNNING, SWIMMING, OUTRIGGER CANOEING, STAND UP PADDLE BOARD, SNOWBOARDING, USUALLY OPEN TO NEW EXPERIENCES.

REFERENCES

REFERENCES AVAILABLE UPON REQUEST