

JUSTIN HUBERT

3D Artist

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EDUCATION:

Loyola Marymount University - Los Angeles, CA

Bachelor of Animation

Animation Major; Studio Arts Minor

Concentration in Computer Animation

Aug. 2013 - May 2016

GPA 3.67/4.0

Cum Laude

Truckee Meadows Community College - Reno, NV

Associates of Applied Science

Concentration in Graphic Communications

Aug. 2010 - May 2013

GPA 3.79/4.0

Distinction

SKILLS:

Animation | Digital Modeling | Texturing | CG Lighting and Rendering

SOFTWARE PROFICIENCY:

- Autodesk Maya
- Chaos Group V-Ray
- Substance Designer
- Substance Designer
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Flash & AS3
- TV Paint Pro

EXPERIENCE:

3D Artist - Spatialand

Venice, CA

- I create 3D models, textures, and animations to be used in virtual reality destinations.

March 2017 - Present

3D Artist - Prologue Films | Prologue Immersive

Venice, CA

- Created stereo camera rigs and renders for stereoscopic compositing using Maya and V-Ray. (Prologue Films)
- Environment and model artist for virtual reality. (Prologue Immersive)

Oct. 2016 - Dec. 2016

Freelance Graphic Artist - Silverado Homes

Reno, NV | Remotely

- Create 3D renderings of housing elevations based off of architectural blueprints.
- Create marketing brochures and logos for their housing developments.

Aug. 2013 - Aug. 2018

HONORS:

- *Film Outside the Frame Awards and Film Festival - Awarded "Best Animation" | 2014*