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Design Showreel: https://youtu.be/XgSYh8Q0X-Y
3D Showreel: https://youtu.be/Tqy7cOWE8AE

PERSONAL STATEMENT

As a skilled 3D Modeller with expertise in motion graphics, graphic design, and UX/UI design, I am dedicated to creating visually stunning and functional designs that engage users and drive results. With a strong background in digital design, I have successfully collaborated with various clients to bring their visions to life. I am excited to bring my creativity, technical expertise, and collaborative approach to a new role in the industry.

SKILLS

- 3D Modelling & Rendering: Proficient in creating detailed and realistic 3D models.
- Graphic Design: Expertise in designing engaging visuals and layouts.
- Motion Graphics: Skilled in creating dynamic video content.
- **UX/UI Design:** Experienced in designing user-friendly interfaces and experiences.
- Digital Painting & Concept Art: Ability to create visually compelling concept art.
- Texturing & Mapping: Skilled in applying textures and mapping for 3D models.
- Video Editing: Proficient in editing and post-production of video content.

SOFWARE PROFICIENCY

- 3D & Animation: ZBrush, Maya, KeyShot, Headus UV Layout
- Graphic Design: Photoshop, Illustrator, After Effects
- UX/UI Design: Figma
- Project Management: Confluence, Jira, PandaDoc, HubSpot

PROFESSIONAL EXPERIENCE

Xydus | Graphics Engineer October 2018 - Present

Address: 180 Piccadilly, St. James's, London W1J 9HF

- Designed UI for client applications, ensuring a seamless user experience using Figma.
- Created all graphical assets (icons, backgrounds, buttons) adhering to client brand identity.
- Developed advertisement campaigns for Right to Work solutions across various social media platforms.
- Produced realistic 3D renders for machine-learning image data.
- Created user-journey videos to guide and promote client apps.
- Assisted clients with design requirements, SDK integration, and standalone app development.
- Interpreted design briefs from the CMO and visualised graphics, illustrations, layouts, promo materials, videos, and technical documentation.
- Ensured visuals captured the target audience's attention and communicated the intended message.
- Maintained high standards of accuracy and visual appeal in final graphics and layouts.

PROFESSIONAL EXPERIENCE

Shoguns Animation | Lead Character Modeller and Senior Artist July 2017 - October 2018

Address: The Chocolate Factory, Clarendon Road Wood Green N22 6JX

- Delivered 3D characters true to client concepts and briefs.
- Supported the development and integration of interns.
- Provided 3D animation rendering and video editing.
- Created promotional imagery and packaging design for clients.

KEY CLIENTS & PROJECTS

- Vialto Partners: Developed a Form I-9 compliance-based US Employment Verification App.
- Right to Work App: Created mobile app journey for UK, Ireland, and future international clients.
- PwC: Designed and developed Right to Work App, including UX design and SDK integration.
- TransUnion: Developed an Identity Verification App for channel partners.
- Hitachi: Designed and developed an Identity Verification App with UX focus.
- GMC: Designed and developed an Identity Verification App, emphasising UX.
- **Vodafone/Visify App:** Created user interfaces and promotional materials for Verification and Registration App.
- Amazon: Collaborated on Right to Work App design and user journey video.
- **Xydus' Enterprise Management Solution:** Developed HR employment management tool web browser with UX design and asset creation.
- Galupy: Created character models for toy advertisements.
- Miximals/Alpha Group: Lead character modeller for webisodes of Miximals Toys.
- Wow Toys, IMC Toys, My Dinky Bear, Animagic/Vivid, The Loyal Subjects, Eolo, Disney: Lead character modeller for various toy animations and brand storytelling projects.

EDUCATION

- Middlesex University | BA 3D Animation and Games 2012 2016 | London, UK
- University of Santo Tomas | Fine Arts Major in Advertising Arts 2005 2009 | Manila, Philippines

3D & GRAPHIC DESIGN









