

GERARDO CONTRERAS*

Experienced **Surfacing and Texture artist*** with proven expertise in 3D animation and visual effects for major studios like Netflix and Disney. Skilled in enhancing production quality and workflow efficiency. Passionate about leveraging deep industry knowledge in a creative and dynamic team environment.

> Vancouver, CA

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EXPERIENCE

2021

-2023

Bardel Entertainment, Inc.
Sr. Surfacing & Texture Artist
Vancouver, BC - Canada

Developed innovative surfacing and shading processes, both procedurally and via hand-painting techniques.

Provided comprehensive support to coworkers, resolving artistic and technical challenges to facilitate project advancement.

Assisted supervisors and producers with a variety of tasks, enhancing team collaboration and operational efficiency.

Played a key role in onboarding new hires and supporting cross-departmental needs, ensuring smooth daily operations.

2019

-2020

ICOM Creative Studio
Lightning & Compositing Artist
Vancouver, BC - Canada

Maintained shot consistency throughout the entire production to ensure a cohesive visual experience.

Diligently optimized scenes and lighting configurations, enhancing visual quality and production efficiency.

STRENGTHS

Technical Proficiency

Adept in using industry-standard tools and emerging technologies to improve my ability to handle complex visual tasks.

Creative Problem-Solving

Creative solutions for visual effects challenges.

Team Player

Support of coworkers and contributions to team efforts across departments, using great interpersonal skills, crucial for large-scale projects.

Attention to Detail

Maintaining shot consistency and optimizing with meticulous attention to detail, ensuring high-quality outputs under tight deadlines.

Adaptable

Efficient response to changing demands and different roles within the production pipeline and resilient in dynamic work environments.

SOFTWARE

<i>Maya</i>	<i>Davinci Resolve</i>
<i>Katana</i>	<i>Procreate</i>
<i>SPainter</i>	<i>Unreal Engine</i>
<i>SDesigner</i>	<i>Unity</i>
<i>Mari</i>	<i>Perforce</i>
<i>Nuke</i>	<i>Shotgrid</i>
<i>Redshift</i>	
<i>Arnold</i>	
<i>Renderman</i>	
<i>zBrush</i>	
<i>Adobe CC Suite</i>	

LANGUAGES

Native Proficiency	<i>English</i> <i>Spanish</i>
Intermediate	<i>Japanese</i>

PROGRAMMING LANGUAGES

C#
Python

EDUCATION

Vancouver Film School
Animation and Visual Effects (2018-2019)
Programming for Games, Web, and Mobile (2016-2017)
Vancouver, BC - Canada

Instituto Tecnológico de Estudios Superiores de Monterrey
B.A Digital Art and Animation (2013-2018)
Guadalajara, Jal - México

INTERESTS

Photography
Illustration
Technology
Contemporary Art
Kpop
Anime
Videogames