



Skywind Application

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Country of Residence: México

Timezone: UTC -06 (Central Time)

Interested in: 3D Modelling, Animation

Level of Commitment: Moderately active

Skills and Experience: 3D generalist from Monterrey, Mexico. Just graduated from a BA in Animation and Digital Design and have been an Elder Scroll fan since Skyrim came out.

I have experience in 3D modeling, sculpting and animation of 3D hi-poly assets and characters for film. Previously worked as a 3D modeller and animator for a short film ("Tower Hassle") which I can't publicly share yet because of Film Festival rules, but I'm allowed to show if required as further proof of skill.

I have knowledge on the general pipeline for videogames and I'm currently learning the ropes of the 3dsMax-Substance Designer-Marmoset workflow.

The softwares I'm most proficient with are: Blender, Zbrush, Mudbox, Maya and Photoshop.

Proof of Skill(s):

<https://vimeo.com/ricksantillana/ricardosantillanamodelingreel>

Proof of Skill(s): <https://vimeo.com/152177843>

Proof of Skill(s):