



JULIAN SERRANO

3D GENERALIST
GRAPHIC DESIGNER
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ABOUT ME

I am a motivated 3D artist looking to make an immediate impact on any team I work on. I enjoy collaborating with other artists and I am constantly looking to expand and improve on my skills using the latest techniques and technology.

I enjoy making visually striking environments in Unity 3D applying the latest lighting work flows to deliver the best look for my work

EDUCATION

University of Central Florida
BACHELOR OF ARTS - ART

MY INTERESTS



EXPERIENCE

SYMVIONICS / BOWHEAD *April 2018 - Present*

SENIOR 3D ARTIST, GRAPHIC DESIGNER

- Create 3D models and animations for simulation games from source images.
- Create and setup Unity 3D scenes and lighting.
- Research methods and techniques to optimize 3D scenes to run on multiple platforms smoothly.

IMAGE TECHNICAL SERVICES, INC *April 2008 - March 2018*

SENIOR 3D ARTIST, SENIOR DESIGNER

- Create photo-real 3D models and animations for serious games and video.
- Designed concepts and generated 3D models based on design specifications.
- Introduced creative solutions to production problems and helped others to succeed in their areas of the project.

MY SKILLS

3DS Max



Maya



Substance Painter



Unity 3D



ZBrush



After Effects



Adobe Premiere



Illustrator



InDesign



Photoshop



MY SPECIALTIES

Hard Surface Modeling
Texturing
Lighting
Unity 3D

LANGUAGES

English
Spanish