

Gene Cabarroguis

3D MODELER

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EDUCATION

VISUAL COLLEGE OF ARTS AND DESIGN, VANCOUVER. BC

JAN 2018 - DEC 2019

3D Modeling Animation Art & Design.

Basic knowledge and practice on softwares like Maya, Arnold, Substance, Zbrush, Unreal Engine, Unity, and Adobe Suites. Practices also involve 2D and 3D animation, storyboarding, life drawing, lighting, and rendering. From concept art, referencing, modeling, UV unwrapping, rigging, texturing and compositing. We were able to go through all these steps of production through various projects.

QUICKDRAW ANIMATION SOCIETY, CALGARY. AB

Animation Certificate.

1 year in-studio experience in completing a 2D animation short. The program provided workshops on traditional animation techniques to help us write, storyboard and produce our own short film animation.

Mainly working with Toon Boom.

EXPERIENCE

REFRESHED, CALGARY. AB - Artist Educator / Graphic Designer

SEP 2014 - PRESENT

Facilitated various after school programs and workshops within communities in and around Calgary. Our program was also able to reach outside the province from AB to BC and was able to host recurring outreach programs for youth. Currently leading the graphic design vision for the organization.

Link to ReFreshed: <https://www.refreshedcrew.com/>

ONTOLOGIC, CALGARY. AB - Creative/ Graphic

JUL 2012 - PRESENT

Traveled around North America to bridge and connect the Calgary dance community. Taking experiences and knowledge back home to help improve and grow the community, through inviting international artists for events, hosting competitions and workshops. Responsible for all graphic design, merch, and media materials to help promote Ontologic.

Link to Ontologic work: <https://www.designsbygomo.com/ontologic>

Link to Ontologic IG: <https://www.instagram.com/Ontologic/>

PROFILE

Currently freelancing in 3D Model, Animation and Design looking to gain experience and knowledge in the film industry. With a background in multimedia, theater, print and design. An open learner and adaptable in multiple roles also experienced in meeting client based goals and deadlines from 8 years in teaching dance and freelance design.

SOFTWARE

- Autodesk Maya
- Unreal Engine 4
- Unity 2D/3D
- Blender
- Substance
- ZBrush
- Adobe Suites

ACCOMPLISHMENTS

Red Bull BC One Canada
Invite Competitor

UBL Canada
Championships Invite
Competitor

Legacy One Production
Tour