

RESUME 2009

Environment artist / lighter ROGELIO OLGUIN

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Summary of Qualifications

Over seven years of progressive experience and two released games.

Demonstrated expertise in:

- Modeling (low and high) (organic and Mechanical)
- Architectural design
- Textures
- Lighting / surfacing
- Concept art (organic and mechanical)

PROFESSIONAL Experience

2009 FRAMESTORE NEW YORK CITY

3D Modeling, Texture, lighting, compositing freelance

- Modeled and textured a prison for the project Monopoly
- Lit, rendered, and composited 3 shots for "EA fight Night Round 4 Trailer"

2008 FRAMESTORE NEW YORK CITY

3D Modeling Intern

- Designed and modeled a Chinese dragon (unused)
- Modeled fuselage of plane for GE "Crane" commercial Debuted in the Olympics of 2008

2003 Epic Games UT2K4 sponsored by Atari NORTH CAROLINA ON SITE

Level, Concept, Texture, and Model Designer Contractor

- Participated in the development of UT2K4
- I created three different Levels (DM-IonI-Desolation, AS-MotherShip, and DM-Hyperblast) did all of the visuals and also helped with the last game-play arrangements for AS-Fallencity, also helped on AS-Robotfactory for a short period.
- Created Textures and models for four different maps (DM-IonI-Desolation, AS-MotherShip, DM-Hyperblast, and AS-Fallencity)
- Created 5 high poly concepts as a base model for the final low poly models (Human ship, Skarrj ship, Ion cannon turret, mini-gun turret, and the link turret).
- Concept design for AS-Convoy main truck.
- I helped the assault side of UT2K4 with any modeling and textures as needed.

2001 Kamehan Studios sponsored by Microprose-Infogrames NEW JERSEY IN HOME

Level and Texture Designer Contractor

- Participated in the development of Tactical Ops/Assault on terror, the game released to market on May 2001.
- I created four different maps for this game, (TO-Knights-Edge-BI, TO-Rebirth, TO-NovemberRain, and TO-BlazeofGlory).
- I created 269 textures for this game (TO-NevoGreek, TO-BrownTown, Desp-freeI, TO-Desp-sol, TO-Desfact-I, DespUrban-materials, and Labdesp).
- My participation was to complete one third of the textures for the entire game.
- I helped my fellow team members to complete the job on time.

2000 Infogrames (KNOW AS ATARI) NORTH CAROLINA IN HOME

Level Designer Contractor

- I created a level (CTF-Baranco) for Infogrames to be included in the Gold release of Unreal Tournament. (Was never released in the Gold release)
- I completed this level in three weeks.

AWARDS

- SONY IMAGEWORKS scholarship second place.
- Awarded the highest scholarship given by the School of Visual Arts in New York.
- NAHS, Outstanding Artist, Morris Knolls High School, Rockaway NJ, June, 2001.
- Academic Excellence, Morris Knolls High School, Rockaway NJ, May, 2001.
- Teen Arts show golden award and tour of a computer painting throughout the whole US (Grim Realities).

COMPUTER SKILLS

Maya7-2009, Adobe Photoshop cs4, Zbrush 3.1, Mudbox, X normal, Ued 3, Shake, After effects cs4, FinalCut Pro, 3D Studio Max 3.1-8, Illustrator, Microsoft Front page, Outlook, Word, Windows Vista.

LANGUAGES

Spanish and English (Fluent)

EDUCATION

- Computer Arts program, School of Visual Arts in New York City. 2004 to present (Senior GPA 4.0)
- Computer Graphic Design, (Sophomore GPA 3.4) County College of Morris, Randolph, NJ 2001-2004
- High School Diploma, Morris Knolls High School, Rockaway NJ, June 2001

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