NICOLAS PEREZ-CHAREQ
3D MODELER - 3D CHARACTER ARTIST

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Summary:
Highly motivated aspiring 3D Modeler and Character Designer. Outgoing team player and problem solver. Proficient with Adobe Creative Suite. Seeking opportunity to use my skills, artistic ability, technical background, and passion for the creative process to the mutual benefit of my employer and my own growth.

Education:

Bachelor of Fine Arts — Graduate: December, 2017
East Carolina University, Greenville, NC
• Animation / Interactive Design Concentration
• GPA: 3.44 / 4.0

Northwest School of the Arts, Charlotte, NC — Graduate: June, 2013
• Visual Arts Major
• GPA: 3.48 / 4.0

Awards and Achievements
• Award of Excellence in 3D Animation at the ECU School of Art and Design Undergraduate Exhibition for Team Video Game 2017
• National Society of Leadership and Success (NSLS) 2016-2017
• National Society of Collegiate Scholars (NSCS) 2013-2017

Work Experience:
Michael Tierno, Professor East Carolina Film & Video Concentration — October, – November 2017
• Commissioned to reorganize and resize existing composition to meet requirements for DVD Cover

JTR Presents, Assistant Artist/Designer, Charlotte, NC — May, – August 2017
• Duties include creation of stencils for 2D Interactive Playground for K-7 Public Charter School, assisting with painting of playground to provide students access to curriculum via kinesthetic activities and updating teaching staff on progress during staff meetings to gain additional input

Papa John's Assembly Lead, Huntersville, NC — February, 2011 – August 2015
• Duties included taking phone orders, assembly of product, ensuring final product meets corporate standards, and training new team members
• Received Employee of the Year Award (2013)

Volunteerism
• Children's Art Workshop Pitt County 2015
• ECU Theatre Paint and Construction Crew 2013
Productions include: Dracula & Camelot

Clubs and Organizations:
• Omicron Delta Kappa (ODK) 2016-2017
• Animation-Interactive Design Guild 2014-Present
  Vice President 2016

Skills and Proficiencies
• 3D Modeling from Image Reference and Physical Objects
• UV Mapping and Basic Rigging
• Character Modeling and Modeling of 3D Environments
• Maya, Photoshop, After Effects, Premiere Pro, Adobe Illustrator, ZBrush, Unity and InDesign

References:
Available upon request