
JUAN ITURBE

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3D Designer - Technical Artist

Summary

3D Procedural Technical Artist with formation in film and Computer Graphics and knowledge of leading industry software Houdini Fx.

- Comprehensive knowledge of modeling techniques for Games and Film / Motion design, product design and animation.
- Knowledgeable in Volumetric, fluid and Particle Simulation in Houdini FX
- Artistic expertise in realistic procedural shading and rendering.
- 2D Animation and post production skills

Work experience

Feb 2020 - Nov 2020

3D Generalist - 2D animator

Bbdo - Panamá, Panamá

Worked as a graphics and 3D designer as well and handling all animation requirements of the team

Accomplishments:

Developed a 3D pipeline based on the cloud rendering to produce in house product renders for a large local client.

Modeled, textures and lit all elements of the client 's national POP campaign

Created 2D animation for several campaign over different social media platforms, including google ads, instagram, linked in.

Created 2D animation for creative post and social media grids.

2019 - 2020

Technical Artist

TopVFX.sa - Panamá, Panamá

Work closely with clients to generate technical solutions to complex animations. Research and develop internal tools for future development in Ar and VR / Game production.

Accomplishments:

- Worked with multiple clients local and international developing animation rigs and set ups to deliver the correct comprehension of complex topics .
- Implemented a Houdini Fx driven Pipeline in 1 year from Cinema 4D.
- Started the groundwork for Ar and Vr development
- Incorporated Unreal Engine Into production pipeline

2018 - 2018

Front End Developer, Sr Programmer

Webstudio - Panamá, Panamá

Worked on producing a series of web based projects with Wordpress CMS. Customized template to accomodate special client needs. Worked on connecting wordpress REST API to several local Network Merchants.

Accomplishments:

- Developed over 10 websites in the period of 8 months.
- Saved the company money reducing the turnaround per project by moving the customization from a web based solution to a complete CSS rebuild.
- Opened new business opportunities by integrating a REST API / Network Merchant Connection service.

2017 - 2017

Sr Animator and 3D Technical Artist

Captura Visual - Panamá, Panamá.

Developed various animations and 3D models in Cinema 4D for projects in relationship with the Panamá Canal. Worked on several shots of a large commercial video explaining the future developments of the Client . Worked internally to produce a series of tv news for internal network.

Accomplishments:

- Completely transformed the actual pipeline to accommodate distributed render farm rendering, enabling the company to intake larger projects.
- Worked on a live mapping presentation with 6 screens producing animated 3D models that displayed information creating a successful engaging event for our client.

Technical Summary

3D Design

- Houdini FX
- Cinema 4D
- Unreal Engine
- Arnold Render
- 3D Coat

Applications

- After effects
- Illustrator
- Photoshop
- Davinci Resolve
- Trello

Programming Languages

- VEX
- Python
- Javascript
- HTML
- CSS

Simulation

- Flip in Houdini
- Destruction FX
- Particle Fx
- Volumetric Fx - Pyro

Core Competencies

- 3D Modeling
- Graphic Design
- Video Editing
- 2D Animation
- 3D Particle Simulation
- Volumetric Simulation
- 3D Rendering and Shading
- Mograph
- Cinema 4D
- Houdini

Education

2020 - 2020

Procedural Modeling for Production

Computer Graphics Master Academy

2008 - 2011

Direction and Film Production

Universidad Manuela Beltran University

Film Direction and Production Studies