

Heber Alvarado | Character Artist

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OBJECTIVE

• I specialize in game art and I would like to be part of a company & environment that can allow me to progress as a professional while allowing me to share my experience and creativity with like minded individuals.

SOFTWARE PROFICIENCY

• Advanced Knowledge of the following software:

Softimage XSI	Pixologic Zbrush	Adobe AfterEffects
Maya	Mudbox	Unreal 3 Editor
Adobe Photoshop	3dsmax	

WORK EXPERIENCE

United Front Games - Character Artist - 11/2008-08->present

• Character Artist working on True Crime 3 for Xbox360 & PS3 being published by Activision.

Rockstar Games (Take 2) - Character Artist - 08/2007->11/2008

- Character Artist on Max Payne 3 Xbox360/PS3
- At Rockstar I was responsible mainly for the character portion of our game but I also had the chance to model and texture several props, weapons and environment pieces.

I also contributed much research and development time on the character team to optimize the art pipeline and increase the quality of the assets.

- I have written many training documents at rockstar to outline my workflow and techniques as well as had a key role in developing the character pipeline and structure to be used for outsourcing characters.

Propaganda Games (Disney Interactive) - Character Artist - 10/2005->08/2007

- Character Artist on a fps title called "Turok"; my duties on this project ranged vastly, from creating and working on nearly every creature in the game (exploring concepts, modeling, sculpting, texturing and rigging) to working on environments, weapons, props and also lighting.

- I also helped to develop new shaders and optimizations in the art pipeline to make it as efficient and artist friendly as possible. Additional duties have also included providing support to animation and lighting department to get the characters to deform and function in the most believable way.

- During my tenure at propaganda games I also wrote several documents outlining my workflow and techniques to be shared with many artists and also worked with the front end artists to light and composite many shots to be used as chapter screens in the game to outline key points in the story.

Electronic Arts Canada - Character Artist - 05/2005->10/2005

- Worked as a character modeler and texture artist on FIFA 2006 using maya and zbrush. Duties included modeling and texturing to likeness based on reference and to also test and build the model in the engine.

Think Tank Training Centre - Modeling Mentor - 06/2006->02/2007

- Mentor for the students wishing to pursue a career in modeling and texturing, my job is to provide thorough help and leadership for their reels and to make sure they have a clear understanding of industry practices and expectations.

WORK EXPERIENCE (FREELANCE)

Plastic Wax Animation - Jan.2009

- Created high resolution 3d modeling and texturing for film output.

Bigshot Toyworks - Nov.2007

- Created a 3D mesh to be used as a prototype and base for major line of toys and figures.

Brookline Technologies - Mar.2006

- Created an entire library of high resolution stylized characters for an animated Short.

Universal Studios/FF4 - Sept.2005

- Created high polygon 3d statues of characters to be used as a prototype for a line of figures for the movie "Doom" by Universal Studios.

Youth Co. Aids Awareness Project - 2004

- Worked on a 30 second commercial for a non profit organization on aids, which aired on CBC. Worked on a team of 20 students. My part was to create and animate several characters using Softimage XSI.

EDUCATION

Vancouver Film School

- Diploma in 3D Animation and Visual effects. 2004-2005

Art institute of Vancouver

- Diploma in Character Animation 2002-2003

Killarney Secondary School

- High School Diploma 1998-2002

ACHIEVEMENTS

- SIGGRAPH/PIXOLOGIC "El Oso sculpture presented at pixologic booth" July 2008

- 3DCREATIVE/3DTODO MAG interview & artwork featured February 2006

- 3DUSER MAG: featured 2x for a "making of" and gallery entry Dec. 2005

- 3DTOTAL.COM: featured front page artist and gallery award winner Aug. 2005

- CGTALK.COM: featured front page artist Apr. 2005