

CHRISTIAN VISSO | 3D ANIMATOR

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EDUCATION

University of Central Florida

B.F.A – Emerging Media | Character Animation

Orlando, FL

August 2024 – May 2026

Miami Dade College

A.A - Pre-Bachelor of Arts | A.S in Game Art & Animation

Miami, FL

August 2020 – May 2023

PROFESSIONAL EXPERIENCE

The Cushman School

3D Modeling and Environment Design Teacher

Miami, FL

January 2024 – June 2024

- Instructed a dynamic group of middle school students in 3D modeling and environment design, fostering creativity and technical skills.
- Created comprehensive lesson plans covering the foundations and principles of 3D modeling, progressing to advanced asset creation.
- Provided constructive feedback and critiques on student assignments, ensured an efficient class schedule, and cultivated a positive, engaging learning environment.

Miami Dade College

3D and Texture Artist

Miami, FL

October 2023 – December 2023

- Collaborated closely with designers and programmers to ensure accurate placement and seamless integration of 3D assets in AR environments.
- UV unwrapped and textured assets to maintain visual fidelity and performance efficiency

GYGAVERSE Inc.

3D Artist, Concept Artist, UI/UX Designer, Level Designer

Miami, FL

July 2022 – February 2023

- Retopoligized 3D assets and optimized draw calls to ensure steady framerates and efficiency in UnrealEngine 4 for live virtual reality concert environments.
- Collaborated with cross-functional teams to design and implement intuitive UI/UX layouts to enhance user immersion in VR experiences

Empire Entertainment Group

3D Artist

Dania, FL

May 2022 – October 2022

- Designed and sculpted 3D characters in ZBrush, focusing on appealing shapes, animation-friendly topology, and expressive motion.
- Assisted in story development through storyboarding, concept art, and screenwriting.

AWARDS

2nd Place Winner | Microsoft Halloween Hackathon

Developed a VR game in under 24 hours, handling 3D modeling, texturing, and animation.

October 2022

Epic Games Unreal Scholarship

Awarded to students pursuing a career in gaming, game art, and immersive technologies.

June 2021

SPECIFIED SKILLS

Skills: 3D Animation, 3D Modeling, UV Unwrapping, Texturing, Storyboarding,

Software: Autodesk Maya, Blender, Photoshop, Substance Painter, Premiere Pro, Procreate

Language Skills: Full professional proficiency in English and Spanish.