

# Jeferson Bonilla

3D Artist, 3D Generalist

A goal-oriented professional 3D Modeler well versed in high-quality asset construction and standard industry practices. Diligent in pursuing projects from initial concept to delivery through optimism, persistence, unconventional problem solving.

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## PROFESSIONAL EXPERIENCE

### Intern

#### Computing Logistics

10/2020 - 11/2020

Homestead, FL

A Non For Profit IT Consulting and Graphic Design company with emphasis in Education.

##### Achievements/Tasks

- Performed data input and formatting for client websites.
- Completed scheduled task in a timely manner.

Contact : <http://computinglogistics.org/>

### 3D Modeler, Character Rigger, Look Dev

#### In The Dark; Short Film

04/2018 - 01/2019

Miami, FL

##### Achievements/Tasks

- Responsible for realizing the final look of the film's animated sequence as directed.
- Rigged Characters and Props.
- Developed renders for on-set prints.
- Modeled Characters, Props, and Environments for animated sequence shots.

### Character Rigger, Look Dev, FX Artist

#### StillBorn; Short Film

03/2017 - 12/2017

Miami, FL

##### Achievements/Tasks

- Created Smoke simulations on a per-shot basis.
- Delivered updated assets on a weekly basis as desired.
- Co-worked with the film's Director in carefully realizing the character's look as ideas changed throughout development.
- Responsible for developing the CG character's look to match final concept.
- Tasked with developing animation rig for the short film's CG character.

### Intern

#### Jaibana Studios

10/2017 - 12/2017

Miami, FL

##### Achievements/Tasks

- Modeled 3D Assets for client Augmented Reality (AR) solutions.
- Followed directions and completed tasks in accordance to studio pipeline standards.
- Retopologized asset for baseball brand Franklin Gloves.

Contact : <https://jaibanastudios.com/>

## EDUCATION

### BFA in Computer Animation

#### Ai Miami International University of Art and Design

09/2014 - 12/2017

Miami, FL

## SOFTWARE KNOWLEDGE

Adobe Substance 3D Painter

Adobe Substance 3D Designer

Maxon Zbrush

Autodesk Maya

Adobe Photoshop

Maxon Cinema 4D

Adobe After Effects

Solid Angle Arnold

Luxion Keyshot

## LANGUAGES

English

*Native or Bilingual Proficiency*

Spanish

*Limited Working Proficiency*

## SOFT SKILLS

Adaptable

Abstract Thinker

Persistent Task Taker

Organized

Ideas Generator

Resourceful

## TECHNICAL SKILLS

Digital Sculptor

3D Modeler

Lighting Artist

Character Rigger

Texture Artist / Material Creation

Motion Graphics Designer

Concept Artist

Rendering

VFX

Environment Art