

AVRIL VILLODRES

- 5+ Years as a 3D Artist • Experienced Team Lead •
Cagayan de Oro, Philippines
email : avrilvillodres@gmail.com
website : www.avrilvillodres.weebly.com

Skills and Software Proficiency

Maya | Photoshop | Vray | MentalRay | Combustion | Nuke | Zbrush

Environment/Prop/Character Modeling, UV Mapping, Texturing, Look Dev, Matte Painting, Lighting, Rendering and Composition

Career History

Nitrogen Studios Canada Inc, Vancouver, BC June 2014 – August 2014

Lighting & Compositing Artist

- Created lighting and compositing for the theatrical animated film Sausage Party

Goldtooth Creative Agency, Inc, Vancouver, BC March 2014 – May 2014

Lighter & CG Generalist

- Created in-game cinematic lighting for the AAA game Middle Earth: Shadow of Mordor

Vancouver Institute of Media Arts, Vancouver, BC September 2013 – March 2014

Instructor /Teaching Assistant

- Taught Texture Painting classes for the Game Art and Design Program for one term
- Assisted the instructors with classes in modeling, texture painting, shading for games, lighting and traditional art

AmbientMedia/Thaumatrope Animation, Manila, Philippines February 2005 – December 2011

Head of the Texture & Light Department / Compositor

- Supervised a department of 13 artists for the animated films RPG Metanoia and Tugger: The Jeep Who Wanted to Fly

Past Work / Independent / Short Term Contract Work :

Online Freelance Work, January 2018 – Present

Gupgups Limited, Vancouver, BC March 2014 – April 2014

NGX Interactive, Vancouver, BC September 2013 – November 2013

ImColor, Manila, Philippines November 2011 – January 2012

Holycow Productions, Manila, Philippines September 2011 – November 2011

Ignite Media, Philippines July 2006 – October 2006

DigitalEyecandy Inc, Manila, Philippines February 2003 – January 2005

Road Runner Network Inc., Philippines October 2003 – December 2003

Hualong Film Digital Production Co.,Ltd, Beijing City, China November 2002 – April 2003

Spectrum Studios, Los Angeles, USA November 2002

ImagineAsia Inc., Manila, Philippines April 2000 – November 2002

Education

VanArts, Game Art & Design 2012 – 2013

- Graduated with Honors

University of the Philippines, Bachelor of Interior Design 1995 – 1999

- Bachelor's Degree
- Professional Interior Designer

References

References available upon request