



Esteban Pacheco

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OBJECTIVE

To work as a 3d modeler in the game or film industries

EXPERIENCE

Professional

- 2009** **Lighting Artist, Decomposition, San Francisco**
Provided lighting and rendering for a high school concept from a student's MFA architectural thesis project.
- 2006 - 2008** **3D Artist, Virtual 3D, Inc.**
Produced models for architectural visualizations, including all phases from modeling and texturing, to lighting and rendering. Project leader for a retirement community project involving animation and stills.
- 2006** **Freelance, Crogan Photography**
Responsible for digitally retouching and restoring photographs.

Collaborations

- 2009** **Lead Prop Artist, 24 Hour Bloodline Video Game, San Francisco**
Responsible for modeling and rendering high-resolution props. In charge of supervising and tutoring prop modelers.
- 2006 - 2008** **3D Character Modeler, The Diet, San Francisco**
Modeled one of the main characters for an animation master's final short film.

EDUCATION

- 2010** **MFA, School of Animation and Visual Effects, Modeling,**
Academy of Art University, San Francisco
- 2005** **BS, School of Media Arts and Animation**
Art Institute of Fort Lauderdale, Fort Lauderdale
- 2002** **BS Candidate, Computer Science, Escuela de Ingeniería en Computación**
Instituto Tecnológico de Costa Rica, Cartago, Costa Rica

SOFTWARE

Maya, ZBrush, 3ds Max, Mental Ray, V-Ray, Photoshop, Illustrator, After Effects

LANGUAGES

Fluent in English and Spanish

AWARDS AND HONORS

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| 2010 | Academy of Art University Spring Show
Award Winner – 3D Organic Modeling |
| 2010 | Graduated Cum Laude |
| 2009 | 3DTotal.com Excellence Award |
| 2005 | Graduated Cum Laude |

PUBLICATIONS

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| 2010 | “Making Of Aston Martin V8 Vantage,” 3DTotal.com (www.3dtotal.com), CG Arena (www.cgarena.com), Render Out! Magazine (www.pixeltale.com) |
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