

# Javier Blanco

Model/texture artist

## CONTACT INFORMATION

Date of Birth: March 19, 1989  
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## HIGHLIGHTS OF QUALIFICATIONS

- o Experienced dealing with hero creature assets
- o Dedicated and meticulous
- o Strong understanding of real reference, shapes and space
- o Ambitious
- o Good balance between artistic and technical
- o Good team worker

## WORK EXPERIENCE

Aug 2019/May 2020	Texture Artist at Digital Domain
May 2017/May 2019	Texture Artist at ILM
Feb 2016/Feb 2017	Model/Texture Artist at Method Studios
Sep 2015/Feb 2016	Texture Artist at Digital Domain
Feb 2015/Sep 2015	Model/texture artist at Double Negative
2015 Model/texture	Industrial Pixel
Dec 2014/Feb 2015	Texture Artist at Hydraulx VFX
Dec 2015/Present	Teacher/Content Creator at Animum School

## SOFTWARE KNOWLEDGE

- o MARI
- o Zbrush
- o Maya
- o UV Layout
- o Vray
- o Photoshop
- o Nuke
- o Arnold

## AWARDS AND PUBLICATIONS

Highly Commended – Autodesk CG Student Awards 2015

Making of "The Beast" by Javier Blanco at Autodesk CG Student Awards

## EDUCATION

2013 – 2014 Computer Animation, Visual Effects and Game Design Program at Think ;  
Tank Training Centre, Vancouver, BC, Canada

2007 – 2012 BFA, Fine Arts at University of Seville, Seville, Spain and Polytechnic ;  
University of ; Valencia, Valencia, Spain

## LANGUAGES

English  
Spanish

## REFERENCES

Available upon request