



# Javier Blanco Ruiz

Model/Texture Artist

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[LinkedIn](#) ▪ Sevilla, Spain

## Links

[Website](#), [Artstation](#)

## CORE SKILLS

- **Digital Humans & Hero Creatures:** High-fidelity asset creation.
- **Visual Accuracy & Realism:** Strong understanding of real reference, shapes and space.
- **Technical Problem Solving:** Bridging the gap between art and pipeline requirements.
- **Detail Oriented:** Meticulous approach to surfacing and sculpting.
- **Mentoring:** Experience providing artistic feedback.
- **Collaborative:** Strong team player working across different departments.

## WORK EXPERIENCE

DNEG   Ziva Dynamics Texture/Lookdev Artist	May 2024 to Jan 2026
Unity   Ziva Dynamics Lead Texture/Lookdev Artist	Feb 2022 to May 2024
Ziva Dynamics Texture/Lookdev Artist	Aug 2020 to Feb 2022
Digital Domain Texture Artist	Aug 2019 to May 2020
ILM Texture Artist	May 2017 to May 2019
Method Studios Model/Texture Artist	Feb 2016 to Feb 2017
Double Negative Model/texture artist	Feb 2015 to Sept 2015
Digital Domain Texture Artist	Dec 2014 to Feb 2015
Hydraulx VFX Texture Artist	Nov 2014 to Dec 2014

## SOFTWARE KNOWLEDGE

- MARI
- Substance Painter
- Photoshop
- Zbrush
- Arnold
- Nuke
- Maya
- Renderman

## AWARDS AND PUBLICATIONS

Highly Commended – Autodesk CG Student Awards 2015

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

## EDUCATION

Think Tank Training Centre Computer Animation, Visual Effects and Game Design Program, Vancouver	2013 to 2014
University of Seville Fine Arts, Seville	2007 to 2010
Polytechnic University of Valencia Fine Arts, Valencia	2011 to 2012

## LANGUAGES

English, Spanish

## REFERENCES

Available upon request