

CHRISTIAN CLAUDIO

3D ARTIST

PROFESSIONAL SUMMARY

My passion for storytelling has always been the foundation of my art. Growing up, film and video games ignited an inspiration within me to create. With skill sets in both 2D and 3D, I strive to forge visual narratives that leave an impact. I want to be part of creating the memorable stories that connect people.

ACHIEVEMENTS

- Worked in a senior group project to create a playable VR game demo in the Unreal Engine
- Directed a 2D animation film for an animation production class

CONTACT INFO:

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EMPLOYMENT BACKGROUND

Team Member

DSW Shoe Warehouse | Jan 2014 - Feb 2015

- Worked as part of the team on the sales floor
- Received shipments and organized products in the store
- Assisted in recording data for stock documentation

Food Server

Hoag Hospital Irvine | Mar 2012 - Aug 2013

- Carried out work efficiently to meet the needs of the kitchen staff
- Assisted in delivering food to patients
- maintained equipment and cleaned work area

ACADEMIC EDUCATION

California State University Fullerton

Bachelor of Fine Arts in Entertainment Art/ Animation, 2019

- Attended from 2016 to 2019
- Graduated Cum Laude
- Member of Pencil Mileage Club and Polysquad

Saddleback Community College

Attended from 2013-2016

- Acquired units for transfer
- Fine art classes for a strong foundation in drawing

SKILLS:

- Maya
- Zbrush
- Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Strong foundation in design and drawing
- 2D and 3D animation
- High Communication Skills
- Organization
- Customer Service