

JULIO DAVID MARCHAND

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Work History

Freelancer

MediaHive Studios - Los Angeles, CA - June'13
3D Character modeling, rigging, animation, lighting and rendering. Product visualization, Flash animation.

Prevalent Entertainment - Santa Clarita, CA
3D Character Animation - March `12

Excel-West - Oceanside, CA - October '11
Web design, UI Design, 3D Environments modeling and rendering, Graphic design, flash animations and AS.

Simple Productions - Offsite - June '09
UAV-Predator concept, development and 3D animation.

Technical Proficiency

Autodesk Maya

Animation, Rigging, Modeling, MEL.

Autodesk 3ds Max - Photoshop - Illustrator - After Effects -
Flash - Dreamweaver.

Education

Academy of Art University '07

San Francisco, CA

Bachelor of Fine Arts

3D Character Animation

Prominent courses: Pixar class, 2D, experimental and game animation, acting, anatomy, VFX, figure drawing.