

Joshua Palacios

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661.301.4052

Objective

To excel my knowledge in the industry and expand my artistic sense of direction.

Skills

- Maya
- Max
- After Effects
- Fusion
- Illustrator
- Photoshop
- Shake
- Flash
- Final Cut Pro

Experience

Inhance Digital VFX

3d Generalist

June 2010 - July 2010

- Modeled, Textured, Animated 3d objects for various clients. (NASA, Raytheon)
- Built models and animated for the Augmented Reality program, and stereoscopic.

Mogreet Studios, Venice, CA

Graphic Designer

May 2008 - June 2010

- Create web banners and widgets
- Design website layouts and business cards

FedEX Kinkos, Hollywood, CA

Lead Project Coordinator

July 2006 - Present

- Supervise entire store to optimize time
- Coordinate workflow by finding efficient ways of producing jobs
- Insure quality of work is done right and on time, and ensure team members work as a team.

Red Giant Production Team, AICA-LA, Santa Monica, CA

3d Modeler - "Mad Labs"

October 2008 - March 2009

- Create assets
- Model and texture

Game Wizards Production Team, AICA-LA, Santa Monica, CA

3d Modeler - "Detox"

April 2007 - June 2007

- Create assets
- Model and texture

Education

The Art Institute of California - Los Angeles, Santa Monica, CA

Bachelors of Science Degree in Media Arts & Animation 2009

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