**Vancouver, BC - Canadian Citizen**
**Cell: 604-786-7725**
**Email: ernesto.network@gmail.com**
**Character Reel : https://youtu.be/woxaFAH5Q_Y**
**VFX Reel: https://youtu.be/KB1xEDnaNrY**
**Portfolio Website: Vimpassion.com**
**Personal Website: ErnestoMarrero.com**
**Linkedin: www.linkedin.com/in/ernesto-marrero-7760092a/**
**IMDB: www.imdb.com/name/nm6027684/?ref_=fn_al_nm_1**

## Ernesto Marrero

### CORE COMPETENCIES

* 13 years of experience using 2D and 3D software tools.
* Comprehensive knowledge of visual effects and game development pipelines, standards & techniques.
* Experience working with medically correct anatomy models, rigs and surgical tools, for VR education.
* Knowledge of methods and techniques used in photography and optical effects.
* Understanding of light, natural phenomena, look development, physically based or stylised shaders.
* Creative & innovative with attention to detail, reference, art direction, credibility & categorization.
* Focused in optimization and automation of 3d art creation and pipeline workflows.
* Experienced in game development processes, fast prototyping iteration, published indie android game
* Developing apps and cinematics with Unity and Unreal Engine.
* VR / Game Design and UI/UX aware

### TECHNICAL SKILLS

**\*** Organized Houdini Digital Assets tools creation
* USD Solaris pipeline experience
* Primarily use Houdini to optimize and automate the creation of procedural models, volumes, textures, hair, feathers, collisions, destruction, fluids, FEM, Vellum, Particles, Geo Processing, Alembic, Attributes.
* Houdini KineFX Rigging using anatomically correct driven approach.
* Well rounded in Unreal Engine and agile with Unity 3D fast game development and coding.
* Experienced building custom wireless motion capture system using Arduino, Houdini Python
* C#, Python, JavaScript, HTML5, CSS3, Zscript, Linux, PC Building, Arduino & Debug
* Basic understanding of AI and deep learning methods and implementation techniques.
* Film VFX, Real Time VFX, Computer Graphics, Game Development, Character Art, 3D Modeling, 3D Sculpting, Texture Painting, Surfacing, Hair Sim, Cloth Sim, Flip Fluids, Pyro,  DMP, Precomp, Concept Art, UV Unwrap, Rigging, Programing, Game Design, Web Design, Virtual Reality Dev, Fashion Design, 360 Video, 3D Printing, Digital Music, Photography, Photogrammetry.
* Experienced with 3d Printing.
* Understanding of negotiations with clients and bidding.
* RND ability to explore, learn and integrate complex or noble solutions.

## SOFTWARE SKILLS

Maya, Houdini, Zbrush, Mari, Substance Painter, Unreal Engine, Unity, Cinema 4d, Mudbox, Photoshop, Illustrator, UV Layout, Vray, Redshift, Arnold, Mantra, Marvelous Designer, Nuke, Premier, After Effects, Softimage, FL Studio, Photoscan

## PROFESSIONAL EXPERIENCE

**BeloFX**
Oct 2022 - Nov 2022
Senior CG Generalist , Houdini/ Unreal Artist, IT Debug
Unreal Engine, Houdini Solaris, USD Pipeline, PCoip , Linux, p4v

**Precision OS Tech**
May 2021 - Oct 2022
Senior CG Generalist / Houdini & Unreal Artist / Rigger / CFX / RND/ Tools p4v
Houdini, Unreal Engine, Photoshop, p4v

**CoSa VFX**
Jan 2020 - March 2020
Senior CG Generalist / Houdini FX
Houdini, Maya, Mari 3d, Photoshop, Substance Painter, Nuke, Redshift

**Ingenuity Studio**
Aug 2019 - Jan 2020
Senior CG Generalist / Houdini Artist
Houdini, Maya, Mari 3d, Photoshop, Substance Painter, Nuke, Vray

**Hydraulx VFX**
Dec 2018 – July 2019
Senior VFX Generalist
Maya, Mari 3d, Photoshop, Houdini, Substance Painter, Nuke, Redshift, Zbrush, XGen, Feather Sim

**Icon Creative Studio**
Oct 2018 – Nov 2018 , May 2014 – May 2014
CG Generalist
Maya, Mari 3d, Photoshop, Houdini, Substance Painter, Nuke, Arnold,

**Zoic Studios**
Sep 2017 – Apr 2018 , Aug 2015 – Mar 2016 ,
CG Generalist, 3D Asset & DMP, Character Artist
Maya, Mari 3d, Photoshop, Houdini, Substance Painter, Nuke, Vray, ZBrush

**Method Studios**
May 2017 – Aug 2017
CG Generalist, Houdini Artist
Maya, Mari 3d, Photoshop, Houdini, Substance Painter, Nuke, Vray

**Digital Domain 3.0**
Sep 2016 – Feb 2017, Aug 2014 – Jan 2015
Senior Texture Artist
Maya, Mari 3d, Photoshop, Houdini, Substance Painter, Nuke, Vray

**Double Negative**
Mar 2016 – Aug 2016
3D Generalist, 3D Assets & DMP
Maya, Mari 3d, Photoshop, Houdini, Nuke, Clarisse

**Electronic Arts**
Jan 2015 – Aug 2015
Character Artist, Hair Sim, Photoshop, Cinematics in Frostbite Engine
Maya, Photoshop, Mari Frostbite Engine

**Nerd Corps Entertainment**
Jul 2013 – Jun 2014
Modeler, Texture Artist, Rigger
SoftImage, Maya, Photoshop, Mental Ray, ZBrush

**Moving Picture Company**
Apr 2011 – Mar 2013
Modeler, Texture Artist, Short term Digimatte artist
Maya, Cinema 4d, Bodypaint 3d, Mari 3d, Photoshop, UVlayout, Nuke, ZBrush, Mudbox


**PROFESSIONAL PROJECTS**

Orthopedic Surgery Training App - Mobile VR Quest 2
Julie and The Phantoms
Resident Alien
Highest In the Room - Travis Scott - Music Video
Lier - Camila Cabello - Music video
Daybreak
Tots
Snowpiercer
Once Upon a Time
Rainbow 6 Cinematic
Thor Ragnarok
Star Trek Beyond
Journey 2 : The Mysterious Island
Jack the Giant Slayer
Man of Steel
The Lone Ranger
Fast and Furious 7 & 8
Fifa 16 & Trailer

Max Steel
The Seventh Son
Percy Jackson Sea of Monsters
Maleficent
The X-Man Days of Future
Keeping Up with the Joneses
Crouching Tiger Hidden Dragon
Warhammer Cinematic - Hero marine character

## EDUCATION

**Post Secondary Diploma**
Computer Animation, Visual Effects and Game Design Program
Think Tank Training Center
North Vancouver (2010 - 2011)
Final Student Demo Reel : **https://youtu.be/eSouHyFe4G4**

**High School Diploma**
Best Art Student
Earl Marriott Secondary
Surrey BC Canada ( 2005 - 2010 )

**LENGUAGE**
Fluent English & Spanish