

# Irene Macías

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## Career Objective

I am looking for a position within the animation, gaming and media industry as a 3D generalist, motion graphic designer or graphic artist.

## Professional Experience

January 2016 – February 2016

**3D Generalist** at **Artists in Motion** (Sydney, Australia).

3D modeling, texturing and animation of elements for the Hong Kong Pulse 3D Light Show.

January 2015 – June 2015

**3D Generalist** at **Spinifex Group** (Sydney, Australia).

3D modeling, texturing, animation, rigging of **Kspace** video game assets in Maya. Game testing, implementing assets, fixing game elements, sync dialogues and setting up interactive game collectables in Unity, amongst other duties.

July 2014 – October 2014

**Graphic Artist** (freelance) at **La Belle Toys** (Sydney, Australia).

Product design, illustration of products under the brand of 'Fun Factory'.

March 2014 – July 2014

**3D Artist** at **Royal Wins** (Sydney, Australia).

3D modeling, UV mapping, texturing, animation of characters, props and environments of games assets. Maya – Unity workflow to add assets into game engine.

March 2011 – June 2011

**3D Modeller** at **Cromosoma Production Company** (Barcelona, Spain).

3D modeling, texturing and rigging of Sets and Props on the cartoon animated series 'Conni' y 'Lila' broadcasted in Germany and Cataluña.

August 2010 – February 2011

**3D Generalist** (freelance):

- **Chou Bisnis Productions** (Madrid, Spain)  
Design, modeling, texturing, illuminating, animating and editing a CG environment for a corporate video.

April – June 2010

**3D Modeller** at **BreakThru Films** (London, UK)

Set and Props modeling and UV mapping for the production 'Papa's Boy' from 'The Flying Machine', a live action/animation family feature film.

- **Mr.Matuschek Production Company** (Barcelona, Spain). Design, modeling and animating a character's CG body parts for a TV pilot episode.

## Other Professional Experience

- Private lessons: Spanish Language (2011 – 2014)
- Private lessons: Photoshop, Lightroom and Final Cut (2011 – 2014)

## Education

February 2013 – November 2014  
**Master of Animation** at **University of Technology, Sydney**

September 2010 – February 2011  
**Mental Ray, Illumination and Texturing Course** at **Digital Dreams Films** (Barcelona, Spain)

Full time course. Software used: Autodesk Maya and Mudbox.

January – December 2009  
**Filmmaking, Visual Effects and Animation** at **Metropolitan Film School** (London, UK)

Full time course. Used software: Autodesk Maya and Shake.  
Awarded with a Merit 'Professional Practice Certificate'.

September 2004 – June 2008  
**Degree (BA) in Mass Media** at **Universidad Europea de Madrid** (Madrid, Spain).

## Skills

- **Good time management** and **problem solving**. I am well organized and able to deliver final products and meet deadlines. I am also very efficient in finding solutions to issues or addressing changes demanded by clients.

- **Good design aesthetic**. I understand client needs and requirements easily and am able to translate them visually into a project. I am able to reference real life objects and spaces or sketches and graphic references to create artistic 3D elements for animations.

- **Responsibility** and **enthusiasm** in every project I work on in order to achieve the best results.

- **Languages**: Fluent in **English** (IELTS Certificate, 8) and **Spanish** (mother tongue)

## Computer Skills

Category	Software	Level
3D	Autodesk 3D Maya Unity	Advanced Competent
Graphics	Adobe Suite Adobe Lightroom	Expert Advanced
Compositing	After Effects	Advanced
Video Editing	Final Cut Pro Adobe Premier	Expert Expert