

# SALVADOR HERNANDEZ JR. Illustrative /3D Generalist

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## QUALIFICATIONS SUMMARY:

Salvador Hernandez Jr is an Illustrative /3D generalist. They're a jack of all trades with process improvement skills, with years of experience in the graphic design and illustrative field with a newfound self-taught knowledge of game design and coding. They love to learn new things, working with their peers, and strives to bring their A-game every time, with their chipper mood to boot.

## SKILLS:

Illustration	Graphic and Logo Design
3D Rigging	Material Texturing
3D Animation	UI/UX Design
Pixel Art	English & Spanish
Video Editing	

## SOFTWARE:

Adobe Substance Painter	Maya
Blender	Adobe Premiere Pro
Adobe After Effects	Adobe InDesign
Photoshop	Illustrator
Aseprite	Microsoft Office suite
Unity3d	Playmaker Visual Scripting
Clip Studio	

## EDUCATION:

BA IN MEDIA ARTS AND ANIMATION at THE ART INSTITUTE OF CALIFORNIA, SAN DIEGO.  
DEC 2017

Learned the fundamentals of the arts and animation, the animation production pipeline, and basics of various software's, graduated with 3.8 GPA

## EXPERIENCE:

PERSONAL PROJECT - BITTER, CHULA VISTA.  
MARCH 2020 - 2022

Project lead, coded, textured, animated, and did UI/UX design work for an in-progress Retro FPS Platformer indie game called BITTER.

## Interests:

Retro Game Design-Toy Design-Exercise