

Manuel Armonio

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<https://www.artstation.com/artist/selarom>

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4420 Sorenson Crescent Richmond, BC

Skills:

Character modeling and texturing

Creature modeling and texturing

Hard surface modeling and texturing

Low poly modeling and texturing

Environment modeling and texturing

Softwares used:

Zbrush, Maya, Photoshop, Mudbox, Mari and Topogun, Substance Painter, Substance designer, Katana, Unreal Engine

Educational Experience:

Vancouver Film School 3D Animation and Visual Effects (OCT 2010-OCT 2011 Diploma with Honors)

Vancouver Film School Foundation Art and Design (OCT 2009-OCT 2010 Diploma with Honors)

Work Experience:

The Coalition Studio (March 2020- PRESENT)	Character Artist
Bardel (August 2019-February 2020)	SR.Texture Artist
Scanline VFX (Nov 2018-July 2019)	SR.Generalist Texture/Modeling
Vancouver Film School (MAY 2017-PRESENT)	Modeling/Texturing Mentor
Electronic Arts (MAY 2018- Nov 2018)	Character Modeler/Texture Artist
Waterproof Studios (JULY 2012- MAY 2018)	Generalist Modeler/Texture Artist
Fathom Interactive (FEBRUARY 2012-APRIL 2012)	Modeler/Texture Artist

References:

available upon request

Projects:

Gears of War 5 Character and texture Artist

- *Responsible for creating characters and creatures for their different game modes*

Magic The Gathering Texture Artist

- *Responsible for helping develop the look and feel of the show with in coordination with from my leads, supervisors and art directors*

Godzilla vs Kingkong Texture artist

- *Responsible for painting realistic assets for the film ranging from props to environments*

Midway Texture artist

- *Responsible for helping develop the a workflow with the cg supervisor and lead texture artist on a new workflow between mari and substance painter and designer whilst working on several hero assets for the movie*

Spiderman Far From Home Modeler

- *Responsible for building buildings and reusable assets for the venice sequence*

Plants Vs Zombies BFN Character modeler/texture artist

- *Responsible for working with the team to bring to life the vision of the art directors to life. Tasks range from building characters from start to finish with input from the AD's to push the concepts and design even past the design stage. Helping from time to time giving outsource feedback and notes. Training and onboarding new team members and also communicating between departments to meet their needs and requirements*

MovieBill AR infinity War Edition Character Texture Artist

- *Responsible for converting several assets for an AR app. Grabbing the high res sculpt an doing a low poly mobile friendly version of the assets and texturing them too*

Dauntless Ps4 Announcement Cinematic Character modeler/ Texture artist

- *Responsible for texturing and modeling characters. Translating the clients assets so that it was cinematics ready*

Dragon Prince Character modeler

- *Did work doing initial dev and look for the project when waterproof was hired by bardel to help out on the proj development. Was responsible for the modeling of runaan and claudia*

- Super Dinosaur Environment and prop modeler
- *Worked on several sets and vehicles*
- Star Child CG Generalist Modeler/Texture artist
- *Responsible for texturing and modeling assets for a trailer including graphic elements.*
- Final Fantasy: KingsGlaive Environment modeler/texture artist
- *Responsible for doing a range of sets for sequences in the production of the project. Ranging from doing environment planning and visual development. Doing damage states for the ship interior and coordinating and supporting the team on their needs.*
- Lara Croft Temple of Osiris Game character modeler/texture artist
- *Responsible for sculpting modeling and texturing set*
- Tomb Raider: Rise of the Tomb Raider Game Character modeler/texture artist
- *Worked on Jonahs snow outfit along with several other artists. I was mostly responsible for his harness and rope gear*
- Civilization: Beyond Earth CG Generalist modeler/texture artist
- *Responsible for modeling and shading on sets, character, clothes and vehicles*
- Civilization: Beyond Earth Rising tide CG Generalist modeler/texture artist
- *Responsible for modeling and shading on sets character clothes and vehicles*
- Assassins Creed 3 CG Prop modeler/texture artist
- *Prop and asset modeler for the ending cinematic of assassin's Creed 3*
- Xcom2 CG and in game Generalist modeler/texture artist
- *Responsible for creating the XCOM mothership. Several environment sets .BG character clothing and outfit alternatives.*
- Shadow of the Beast CG Generalist modeler/texture artist
- *Character artist responsible for modeling and designing ifrit(giant creature monster) for the announcement trailer*
- Mortal Kombat X CG Generalist modeler/texture artist
- *Responsible for Sculpting characters to pose and modeling additional props for the opening cinematic*
- Extraterrestrial Generalist modeler/texture artist
- *Built and designed the alien ship interior. And ship debris along with early alien design exploration*
- Fairly Odd Parents Generalist modeler/texture artist
- *Worked on cosmo and multiple sets and props*
- Severe Red CG Prop modeler/texture artist

- *Prop modeling and texturing and being support to anything the team requires*

Hockey Hall of Fame

CG Prop modeler/texture artist

- *Worked on creating several BG character hairs And hockey gear. Along with multiple props and assetsfor the environments*