

**Edgar Espinal**

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**Objective**

To obtain a position with opportunity for growth that will utilize my academic and professional experiences.

**Education**

Art Institute of Pittsburgh – Pittsburgh, PA \_\_\_\_\_ 3/2008  
**Bachelor of Science in Game Art and Design (3.1 GPA)**

**Skills**

§ 2D Drawing Painting & Texturing (Traditional & Digital Painting)	§ Compositing and Editing
§ 3D Modeling & Animation (Environmental, Characters & Props)	§ Web Design

**Software**

§ Adobe Photoshop	§ 3D Studio Max	§ Microsoft Word
§ Adobe Premiere	§ Unreal Developer Kit	§ Microsoft Excel
§ Adobe After Effects	§ Z Brush	§ Microsoft Power Point
§ Adobe Dreamweaver	§ Mental Ray	
§ Adobe Flash	§ V Ray	

**Production Experience**

Motion Graphics for Club Diesel's video jockey technology \_\_\_\_\_ 4/2010

**Freelance Motion Graphic artist**

- Completed 14 different animations with separate themes.
- Used third party plug-in's (Red Giant's Trapcode particular, Trapcode Form, Trapcode Shine, and Jawset;s Turbulence 2D.
- Compositing and final renders made in Adobe After Effects.

Entertainment Technology Center / Carnegie Mellon University \_\_\_\_\_ 2/2009–10/2009

Mission: Rendezvous siggraph 3009 (5 minute Space animation)

**(Intern) Multi-Media designer**

- Responsible for animating, texturing, and lighting scenes in 3d studio max.
- Compositing was used with Adobe After Effects.
- Audio work completed in Adobe Premiere.

3D animation of club Mozaik logo \_\_\_\_\_ 6/2009

**Freelance. 3d artist**

- Modeled, and textured Mozaik logo using 3d studio max shaders.
- Responsible for creating a seamless looping animation.
- Lighting and rendering completed in Mental Ray.

3D Architectural Rendering of *interior* Mozaik Lounge (Pittsburgh, PA) \_\_\_\_\_ 4/2009

**Freelance. 3d artist**

- Modeled and textured various props for interior.
- lighted and rendered different iterations of the interior in 3ds max.
- Final editing done in Adobe Photoshop.

3D Architectural Rendering of *exterior* Mozaik Lounge (Pittsburgh, PA) \_\_\_\_\_ 3/2009

**Freelance. 3d artist**

- Modeled and textured club Mozaik.
- Camera matched the club onto photo reference.
- lighted the environment.
- Final editing done in Adobe Photoshop.

3D Architectural Rendering of *exterior* Mozaik Lounge (Columbus, OH) \_\_\_\_\_ 2/2009

**Freelance. 3d artist**

- Modeled and textured club Mozaik.
- Camera matched the club onto photo reference.
- lighted the environment.
- Final editing done in Adobe Photoshop.

Diesel Events animation \_\_\_\_\_ 11/2008

**Freelance 3d artist**

- modeled diesel logo.
- used procedural shaders in 3ds max to texture model.
- post production in Adobe After Effects.

“Halloween Week” (Halloween animation promotion for Diesel Night Club) \_\_\_\_\_ 10/2008

**Freelance. 3d artist**

- Modeled a pumpkin with a generated normal map.
- Textured and modeled the environment in the 3d scene.
- Animated camera and particle effects.
- Final editing done in Adobe After effects.

“Shrine of Atlas” (Unreal 3 Group Project) \_\_\_\_\_ 1/2008

**Concept Artist/ 3D Modeler**

- Conceptualized overall look of the level.
- Conceptualized 3 different props.
- Generated props from concept to final product.