

Javier Edo

Permanent Address

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Objective To obtain a full time position as a Modeler or TD.

Skills Modeling, Programming.

Experience

Co-Developer, Degree Project November 2008 - February 2009

- 300 hour degree project. Programmer and Game Designer.
- Co-developed a 3D Graphics Adventure Game Maker for the iPhone.

Intern, CeVI, Jaume I University, Castellón, Spain October 2008 - December 2008

- 300 hour degree internship as 3D Generalist at CeVI, Graphics R&D dept. of *Jaume I University*.
- Modeled, textured and rigged characters for R&D projects.

Education *Bachelor of Engineering*, in Computer Science, Jaume I University, Castellón, Spain, July 2009.
Compositing Basics, seminar, Pepe-School-Land, Barcelona, Spain, June 2008.
Rigging in production, seminar, Pepe-School-Land, Barcelona, Spain, April 2008.
Modeling in production, seminar, Pepe-School-Land, Barcelona, Spain, March 2008.

Honors & Awards 2009 Pixologic Turntable Gallery Contest winner.

Computer Skills Languages: C/C++, Assembler, Python, MAXScript, HTML, PHP, MySQL, OpenGL, SIO2.

Software: 3D Studio Max, Maya, modo, ZBrush, Mudbox, Photoshop, Bodypaint, Mental Ray, V-Ray, Combustion, Shake.

Languages English(fluent), Spanish(native), Catala(native)
TOEIC Score: 890 (November 2007)

Hobbies & Interests Sculpting, Drawing, Filmmaking, Animation, Soccer, Webdesign, Surf, Skate, Snowboard, Music, Photography.