

Javier Edo

Permanent Address

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Objective To obtain a full time position as TD.

Skills Modeling, Lighting, Programming.

Experience

Pipeline Technical Director, Double Negative LTD. April 2011 - Present

- John Carter.

Assistant Technical Director, Double Negative LTD. March 2010 - April 2011

- John Carter.

Developer, Self-employed February 2009 - Present

- 3D Sculpting App: forger (www.forgerapp.com @forgerapp)
- 3D Game Engine.

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++, Python, Assembler, MEL, MAXScript, HTML, PHP, SQL.

Libraries: OpenGL, boost::python, Qt, PyQt, cgkit.

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

Languages English(fluent), Spanish(native), Catala(native)