



TOREY ALVAREZ

Maya Generalist | VFX Artist

PROFILE

3D Maya Generalist with over 15 yrs. of experience in film, VFX for episodic television, product visualization for automotive and wearables. I'm very much a technically minded artist.

I have node-based material creation, particle based VFX, lighting, rigging, and basic scripting for Unreal Engine and Unity.

I like learning new programs, it is a lot like playing a new video game, you just have to learn the buttons. I have been told I'm knowledgeable with a good attitude, even during late-night hours. I'm a big believer in "Sharing the Knowledge" in the workplace and helping fellow artists where I can.

CONTACT

PHONE:
323-244-3142

WEBSITE:
Toreyalvarez.com

EMAIL:
toreyalva@gmail.com

HOBBIES

Photography
PlayStation
Drawing Sketching
Cooking

EDUCATION

Gnomon
2009 - 2009
School of Visual Effects, Games + Animation

Emmy nomination
For my Texture and Lighting work on Wild West Tech

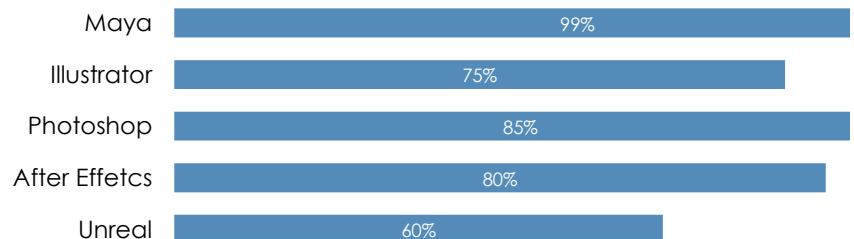
WORK EXPERIENCE

Amazon Environment Artist | Maya Generalist
Mar 2020–Sep 2020
I was responsible for modeling environments in the cinematics of Crucible for marketing purpose in Maya, texturing with Substance painter using UDIMs, and doing it all remotely.

Vulcan Inc. Maya Generalist
Apr 2019–Jun 2019
[Describe your responsibilities and achievements in terms of impact and results. Use examples but keep in short.]

Microsoft Unity Maya Artist
Jun 2018 Sep 2018 Aug 2017–May 2018
Hololens Future Bureau team doing envisioning's of potential solutions for their respective businesses. Modeling Texturing and Animation in Unity with Maya

SKILLS





PROFILE

TOREY ALVAREZ

Maya Generalist | VFX Artist

WORK EXPERIENCE CONT.

Object Theory Unity Maya Artist- Light mapper optimization

Jun 2018–July 2018

I was responsible for modeling environments in the cinematics of Crucible for marketing purpose in Maya, texturing with Substance painter using UDIMs, and doing it all remotely from my home office while having meetings over Chime

Hyperloop 3D Maya Generalist AR Content Provider

Mar 2016–Jun 2017

Providing media support and AR content as needed for marketing and user experience

Andresen Digital Maya Lighting Specialist

Mar 2017–April 2017

iPad flip keyboard release images, rendered in Maya Vray for Apple
Maya- modeling, rigging, and animation
Adobe Photoshop- Texture optimization

Los York Maya Specialist | AE Compositor

Feb 2017–Mar 2017

Product renders for Apple sports wearable using Maya Vray and After Effects

CONTACT

PHONE:
323-244-3142

WEBSITE:
Toreyalvarez.com

EMAIL:
toreyalva@gmail.com