



Rolando Ramirez Jr.

3D CHARACTER & TEXTURE ARTIST

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EDUCATION

3D Modeling Animation Art and Design Diploma
Visual College of Art and Design (VCAD) Vancouver, BC
2019 - 2021

BS Computer Engineering
Adamson University
Manila, Philippines
1999 - 2014

SKILLS

GENERAL

3D Modeling
Texturing
Grooming
Lighting
3D/2D Animation
Sculpting
Digital Painting
Compositing
Rigging

SOFTWARE

Maya
Substance Painter
Substance Designer
Mari
Marvelous Designer
ZBrush
Houdini
Unreal Engine
Photoshop

RESIDENCY STATUS

Canada Citizen (2023)

EXPERIENCE

BARDEL ENTERTAINMENT INC.

Modeling Artist
Vancouver, BC Canada
Unannounced Feature Animation
January 2024 - May 2024
- 3D Model characters, vehicles, and props.

ICON CREATIVE STUDIOS

Modeling/Texturing Artist
Vancouver, BC Canada
Disney+ - Star Wars: Young Jedi Adventures (Season 1 - 2)
October 2021 - September 2023
- 3D Model, texture, and shading for characters, vehicles, and props.
Disney Junior - T.O.T.S. (Season 3)
April 2021 - October 2021
- 3D Model, texture, and shading for characters and props.

AMAZON WEB SERVICES

IT Support Engineer II
Brisbane, Australia
April 2017 - January 2019

IT Support Technician II

Singapore
January 2014 - April 2017

SIERRA SOLUTIONS

System Engineer
Singapore
July 2012 - December 2013

OBERTHUR TECHNOLOGIES

IT Support Engineer
Makati, Philippines
June 2009 - July 2011