



DEODATO PECHIR RÁBAGO

TECHNICAL ARTIST



CONTACT

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PROFILE

I'm a Technical Artist with equally left and right brained to solve Artistic and Technical problems. I love create visual content for Cinematics & Video Games and I'm constantly learning new technologies to increase the visual quality and performance, with professional experience since 2003. My areas of expertise are:

- + **Training:** Artistic / Technical Teams to get fast Experience.
- + **Pipelines:** Create standard Pipelines for productions (Pre-Render / Render).
- + **Assets:** 3D Props & Environment content (Hard Surface, Sculpting & Low Poly).
- + **Lighting & Shading:** Implement, Lighting, Shading, Color & Post Process.
- + **Tools:** Programming Artistic Tools to increase the 3D Art Content & Gameplay.



3D ARTISTIC & TECHNICAL SKILLS

+ TECHNOLOGIES & TRAINING.

- Research of new technologies to speedup the process and Quality in projects.
- Create Technical Requirements and Special documentation to train teams.
- Create Standard/Specific Pipelines to speedup the production in projects.

+ 3D ASSETS.

- **Modeling:** Create Low & High models or Transfer/Baking Maps.
- **Unwrapping:** Efficient models with proper UV layouts & Texel Density.
- **Texturing:** Create clean photo-realistic or cartoon textures.
- **Environment:** Create modulated models to build large scenes.
- **Rigging:** Automating 3D Character or Props for fast Animation.

+ CONTENT INTEGRATION.

- **Implementation:** Meshes, Textures, Animations, Lighting, UI & Sounds.
- **Particles:** Sprites + Scripting (Games) and Fluid effects (Cinematics).
- **Dynamics:** Simulation for Clothes, Soft Bodies and Interactive meshes.
- **Performance:** Optimize Models, Textures, Anims, Shaders, Lighting, etc.

+ LIGHTING & SHADING.

- **Lighting:** Create efficient lighting Pre-Render, Pre-Baked or Render (GI).
- **Shading:** Create library with specific needs for "Pre-Render or Realtime".
- **PBR:** Experience with Physically Based Rendering Tools (PreRender or Render).

+ PROGRAMMING.

- **Artist Tools:** Programming Tools to speed up the pipeline process.
- **Gameplay Programming:** For Interaction between player and Game.
- **AG/VR:** Integration and programming to create experiences for mobiles.
- **Multimedia Programming:** For Multimedia Apps (Web and Mobiles).



SOFTWARE KNOWLEDGE:

3D PACKAGES:

- + Autodesk Maya: ██████████
- + Autodesk 3DMax: ████████
- + Substance Painter: ██████████
- + Autodesk ZBrush: ██████████
- + Pixologic Mudbox: ██████████

GAME ENGINE (REALTIME):

- + Unreal Engine: ██████████
- + Unity 3D: ██████████
- + Stingray: ████████
- + cryengine: ████████

PROGRAMMING:

- + Maya - MelScript: ██████████
- + Maya - Python: ██████████
- + Unity3D - JS/ C#: ██████████
- + UDK / Unreal: ████████
- + XML / PHP / MYSQL: ████████

SHADERS:

- + Unreal Engine: ██████████
- + Unity - Shader Forge: ██████████
- + Maya/Ma - ShaderFx: ██████████
- + Substance Designer: ██████████

CGI (PRE-RENDER):

- + Arnold: ██████████
- + Mental Ray: ██████████
- + Vray: ████████
- + Render Man: ████████

COMPOSITING:

- + Toxic / Composite: ██████████
- + After Effects: ██████████
- + Fusion: ██████████
- + Blender Compositing: ██████████

IMAGE TOOLS:

- + Photoshop: ██████████
- + Gimp: ██████████
- + B2M/nDo/CrazyBump: ██████████
- + xNormal: ██████████

MULTIMEDIA:

- + Dreamweaver: ██████████
- + Flash: ██████████
- + Illustrator: ██████████
- + Muse / HTML5 / CSS: ██████████



EDUCATION:

Master: Animation and Digital Art: Game Development.
Universidad Politécnica de Cataluña.
Spain, Barcelona; www.upc.es
Instituto Tecnológico de Estudios Superiores de Monterrey.
México, Guadalajara; www.itesm.mx - 2008-2009.

Diploma: Animation and Visual effects.
Vancouver Institute of Media Arts.
Canada, Vancouver; www.vanarts.com - 2005.

Engineer Architect.
Universidad del Valle de Atemajac.
México, Guadalajara; www.univa.mx - 1998-2001.



LANGUAGES:

Spanish: ●●●●● English: ●●●●●





HOBBIES:


- Games
- Computer
- Dig.Art
- Music
- Dogs





PROFESSIONAL EXPERIENCE

 **General Director at 3DBOX ACADEMY A.C. (Since 2013).**
Legal Representative, In charge of the Academic Programs, as a teacher and trainer for studios to ask training in all about to produce content for vfx-games.

 **Academic Program Director (Bachelor in Digital Art & Animation).**
I was in charge of the career planning, recruitment strategies and corporate engagement in academic life with students. Bring new technologies, companies, international experiences, etc.
In charge of the academic line to teach and increase the academic level for the subjects of 3D, render, vfx and videogames.


 **Trainer of Companies & Teacher in Universities (Since 2005).**
I have been training companies for cinematics and videogames, as well I have taught at many universities and schools for Multimedia, 3D and videogames productions.


 **3D Teacher at TEC de Monterrey (Jun 2007 - Dec 2013).**
Full Time Teacher in charge of the specialization subjects for 3D Modeling, Rendering and Videogames in the Bachelor of Digital art and animation.


 **Collaboration in Cinematics From Mexico (2011).**
I worked with my friend Remo Balcells (Visual Films Supervisor) in some shots for Rock Band 3 (intro Cinematic), Assassin's Creed Revelation (Ending Cinematic), Hawaii-New York-Mexico.


 **3D Art Team Leader at CGBOT Studio (Apr 2010 - Jan 2011).**
I was part of the team of CGBOT Studio (Outsourcing Video Game Company), located in Monterrey, Mexico and Austin, Texas, that produce 3D Art Content for videogames, in where I was in charge as "Lead Team" of a Group of 3D Artists in where my main duties were:


- Approve process in GDL to send it at CGBOT Monterrey.
- Making automated task for tools, Render, Assets and Pipelines.


 **Executive Producer at Black Point Studios (Aug 2007-Apr 2008).**
I was part of the team of Black Point Studio (Outsourcing Video Game Company), located in San Francisco CA. BPS SFO opened a Branch in Mexico, Guadalajara (BPS GDL) in where I was the Executive producer and I was in charge to make and lead the process to create Props for video games: Using Unreal Engine and working with the team "Lighting and Rendering" for Iron Man Cinematics.


 **Animation Center Coord. at TEC de Monterrey (Jun 08-Aug 2010).**
I was in charge of all new technologies like: Mocap (Vicon), Servers (Xservers), Mistical (Color Correction), Workstations, Cintiq, Tablets (PC and MAC), Digital Professional HD Cameras.

 **3D Teacher at TEC de Monterrey (January - December 2006).**
I was a Teacher in two levels: Professional: Computer Graphics (3D) and Visual Effects | High School: Computer Graphics (3D).

 **Computer Graphic (3D) Teacher at UNIVA (Mar 2002 - Apr 2007).**
I was a teacher that has been participated in many activities in different projects and my subject like: Multimedia apps, Web , Digital Design, 3D Animation.


 **3D Animator and Compositor at KP's Alasraky (Feb - Jul 2006).**
It's one of the best companies whose specialization in Publicity Design TV commercials and Multimedia. I was in charge of 3D Renders for commercials.


 **3D Trainer at Vancouver, British Columbia (Jan - Apr 2005).**
Personal teacher to get experience for artist to create 3D Content.


 **3D Teacher at 3DMX Studios (January to August 2003).**
I was in charge to train students in the process to get them experience for the creation of render, animacion, architectural scenes using Max and Maya.



CERTIFICATES & ACADEMIC AWARDS

 **Skills Development Program for Professors (PDHD) | Instituto Tecnológico y de Estudios superiores de Monterrey (2010 - 2011).**
- Division of Educational Research and Innovation. The PDHD aims to ensure that teachers bring an action effective, quality teaching to fulfill the educational model that demonstrates the pedagogical knowledge, teaching abilities and skills, mastery of technology resources and attitude of commitment to learning student and the goals of the institution.

 **Certificate Management Skills for Directors (DHD) | Instituto Tecnológico y de Estudios superiores de Monterrey (2012 - 8 months).**
- Certificate management skills to increase teamwork, organization, optimization of working equipment and leadership in work teams.

 **Teacher Excellence award at Instituto Tecnológico y de Estudios superiores de Monterrey (2011).**
- Awards ceremony for best evaluation of full professor in the division of the schools of engineering, health, architecture and digital art.