

FAUSTO TEJEDA

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| 3D Artist

Karine Rousseau Design Studio

High Poly Architectural Modeling using Maya

4/2010 - 6/2010

| 3D Artist

Univision

Created promotional look for station using Maya and Mental Ray
Create new HD look for Station using Maya and Mental Ray as main renderer

1/2010 - 4/2010

| Lead Modeler / Lead Texture Artist

Telefutura

TV Station Promotional Campaign
Established Maya / ZBrush production pipeline
Asset Modeling and Texturing
Displacement Map Creation and Integration

7/2009 - 12/2009

| Lead Modeler / Lead Texture Artist / Composer/ Character TD

Mega.Films

Gabriel (TV Series - 12 Episodes)
Established Maya to ZBrush production pipeline
Lead Concept Artist
Lead Character / Environment Modeler
Displacement Map Creation and Integration
Multi-Pass Rendering using MentalRay
Multi-Pass Compositing in After Effects

La Mega Se Pega (Emmy Winner)
Logo Modeling/Texturing
Render Set-up and compositing

1/2008 - 2/2009

| Lead Modeler / Texture Artist / Character TD

Synq.Studios

To Hell and Back Three (Simulation Video Game for Home Land Security)
Lead Character Modeler / Character Texture Artist
Lead ZBrush Artist / Consultant

Fiesta De Pelicula (3D Intro for Telefutura Television Series)
Lead Modeler / Environment Modeler
Lead ZBrush Artist / Consultant

DirecTV (Campaign Commercial)
Lead Character Modeler / Texture Artist

12/2006 - 1/2008

| Software

Autodesk Maya	Adobe Photoshop	PfTrack
Autodesk Mudbox	Adobe After Effects	2D3 Boujou
Pixologic ZBrush	Unfold 3D	Topogun

| Education

AI Miami International Univ. of Art and Design
BFA in Computer Animation

Academy of Art University, San Francisco (Online)
MFA in Visual Effects and Animation

2005 - 2008

2009 - Present

| Awards

2008 Suncoast Emmy Award