

# Ignacio Joglar

## Character Artist | Digital Sculptor

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Experienced film/game/toy industry professional with superb communication skills and knowledge of assets development processes and procedures. Offering a solid background in 3D and 2D software packages execution in a variety of roles, according to project needs. Focused, dependable and motivated, consistently gets things done on time.

## Production Skills and Relevant Experience

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- Passion for building great assets
- 16+ years of success in cg modeling
- Experience working on 3D and 2D environment and pipelines
- Artistic background in Digital/Fine Arts
- Champion of the finest asset creation
- Team building/conflict management
- Leadership and organization ability

## Languages

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- English (Bilingual Proficiency)
- Spanish (Native)

## Work

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### Freelance | Present

- Assisted and supported film/game/toy industries in United States, Chile, Singapore, etc.
- Developed high quality in-game/cinematic models of characters and creatures.
- Defined assets, set milestones and executed design assignments.

### UNIACC | Digital Instructor | 2021

- Taught on-line creature modeling and sculpting class (first semester).
- Taught on-line environment/level design class (second semester).
- Integrated ZBrush and Unreal to the existing syllabus.

## Software Proficiency

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- Pixologic ZBrush
- Autodesk Maya
- The Foundry Mari | Modo
- SideFX Houdini | Blender
- Substance Painter
- Adobe Photoshop
- Headus UV Layout
- RenderMan | Redshift | Arnold | VRay
- Quixel | xNormal | Marmoset
- Unreal | Unity

## Education

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- **Digital Sculpting & Master Classes**  
Gnomon School of Visual Effects - Los Angeles, California
- **Bachelor of Fine Arts in Animation and VFX**  
Academy of Art University - San Francisco, California