

HECTOR DE LA TORRE

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- EXPERIENCE:** **Modeler/ Matchmover, September 2010 - present**
Sasson Film Design, Santa Monica, CA
- Responsibilities include tracking shots, rebuilding the environment, and Matchmove any characters in the scene for total scene reconstruction.
- Modeler/ Texturing, December 2009 - September 2010**
Hydraulx, Santa Monica, CA
- Responsibilities include Modeling, texturing, Shading
- Freelance 3D Generalist, May 2009 - November 2009**
Petrol Advertising, Burbank, CA
- Responsibilities include R&D, Scene setups, Modeling, Texturing, Shading, Lighting and Rendering
- Modeler, Texture Painter, Lighting TD, February 2008 to May 2009**
Rhythm & Hues, Los Angeles, CA
- Hard surface, organic modeling and Uvs
 - Responsible for creating photo-realistic and stylized texture maps and high frequency detail displacement
 - Lighting complex CG characters
 - Created photo-realistic renders with proprietary script-based rendering system
 - Defined material properties, painted textures, managed renders and basic compositing
 - Software testing and documentation
- Modeler & Texture Artist, December 2006 - February 2008**
Gentle Giant Studio, Burbank, CA
- Responsible for sculpting low/high-res models
 - Real-time mesh and data acquisition scan, data processing, high-res scan data resurface.
 - Responsible for producing high quality texture maps and high frequency detail displacement maps
 - Creating assets such as diffuse, normal, ambient occlusion maps, UVs
- Lighting TD, July 2006 - October 2006**
Rhythm & Hues, Los Angeles, CA
- Responsible for lighting and rendering CG elements for integration with live action plates
 - Lighting complex CG characters dealing with sub-surface scattering, fur, and HDRI \ lighting techniques
 - Created photo-realistic renders with proprietary script-based rendering System
 - Responsibilities also include pipeline management of shots and rendering unique passes for compositors.

Lab Technician, April 2006 - June 2006
Gnomon School of Visual Effects, Hollywood, CA

Graphic Artist / Animator, June 2004 - October 2004
Higher Grounds Production, Hollywood, CA
Documentary: Pancho Gonzalez

FEATURES:

- 2010 KNIGHT AND DAY - Modeling / Texture Painter - Hydraulx
- 2010 JONAH HEX - Modeling / Texture Painter - Hydraulx
- 2010 BATTLE: LOS ANGELES - Modeling / Texture Painter - Hydraulx
- 2010 GULLIVER'S TRAVELS - Modeling / Texture Painter - Hydraulx
- 2009 WOLFENSTEIN WEB EPISODES (VG) - 3D Generalist - Petrol Advertising
- 2009 LAND OF THE LOST - Texture painter / Modeling TD - Rhythm & Hues
- 2009 ALIENS IN THE ATTIC - Texture Painter - Rhythm & Hues
- 2009 NIGHT AT THE MUSEUM 2 - Lighting TD - Rhythm & Hues
- 2008 GOLDEN AXE : BEAST RIDER (VG) - Modeler & Texture Painter- Gentle Giant
- 2007 IRON MAN - Modeler - Gentle Giant Studio
- 2007 10,000 B.C. - Scan Processing - Gentle Giant Studio
- 2007 SPECIES: THE AWAKENING - Texture Painter - Gentle Giant Studio
- 2007 AMAZING LIFE - THX- Modeler, Sculptor & Texture Painter - Gentle Giant
- 2006 NIGHT AT THE MUSEUM - Lighting TD - Rhythm & Hues
- 2004 PANCHO GONZALEZ: Warrior of the Court - Graphic Artist/Animator

PROGRAMS:

Maya, Mental Ray, ZBrush, Mudbox, Photoshop, Bodypaint 3D, Shake, After Effects, Boujou, SynthEyes, Linux, Mac OS X, Windows XP and various proprietary 3D software packages

EDUCATION:

2007 SIGGRAPH Master Classes
Autodesk Character Development

Studio Arts
Zbrush Digital Life Sculpting

06/2006 - 07/2006
Rhythm & Hues Studios Los Angeles, CA
Lighting Apprentice Technical Director
Intensive training and gained production experience

09/2004 - 06/2006
Gnomon School of Visual Effects Los Angeles, CA
Graduated, High - End CG Certificate Program

2002 - 2004
Pasadena City College
Graduated, Associate of Arts Degree
Certificate Interactive Multimedia Design