Kenzio Rafael

3D Modeler

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SKILLS

Hard Skills :

- Creating production quality and realistic 3D assets low poly and also high poly
- Have experience in high resolution sculpting including organic and hard surface
- Able to create a displacement maps and other maps from Zbrush
- Passionate about the film industry especially in every aspect of modelling
- Have some traditional art background including concept design and drawing
- Have some skill in life drawing and understanding pose and human form
- Have some knowledge in human and creature anatomy and how they work together
- Have some experience using some important 3D software including Autodesk Maya, Pixologic Zbrush, Mari, Nuke, Mudbox, and Adobe Photoshop
- Being able to create a proper UV Maps and create a realistic texture
- Easily coordinates with the artistic teams

Soft Skills :

- Flexible and Fast-Learner
    - Willing to learn new things and able to learn new things in a short period of time.
- Self-Motivated
    - Always motivated to improve and be better in every aspect to be able to reach my goals.
- Focused
    - Being able to focus when doing something and always try to

give the best.

- Teamwork
    - Able to work with group of people - spent most of my leisure time in a soccer team, a group which is consisted of my best friends, and also did many group projects during high school and college.
- Communication
    - Able to communicate to other people and speak English fluently, and even though it's still not perfect, but i'm learning everyday to speak and communicate better to other people.
- Decision Making
    - Able to make a hard decision and also willing to take responsibility from the decision that I made.
- Creativity
    - Always try something new to create unique and good result not only in Arts, but also in every aspect of life.

EXPERIENCE

Production Team for Short Movie - *3d Modeler*

- Responsible for assets modelling and hero object
- Working together as a team to create a high quality end product
- Working together as a team to give ideas and provide feedback to other team member
- Completing tasks and responsibilities in within the deadline

EDUCATION

LaSalle College Vancouver, Vancouver BC - *Diploma*

October 2017 - September 2019

Recently graduated from 3D Modelling for Animation and Games Diploma Program at LaSalle College Vancouver, BC.

AWARDS

- **Certificate of Appreciation - Charity Program**
    - Received a certificate of appreciation because of my support for a charity program when i was in high school.
- **Certificate of Recognition - President's Honour Roll**

    - I was really honoured to receive the certificate from my college’s President because of reaching 4.0 GPA in my first quarter of my study.
- **Certificate of Recognition - Dean’s Honour Roll**
    - I was really honoured to receive the certificate because of reaching 3.8 GPA in my second quarter of my study.
- **Certificate of Recognition - Dean’s Honour Roll**
    - I was really honoured to receive the certificate because of reaching 3.8 GPA in my fifth quarter of my study.