



# DEODATO PECHIR RÁBAGO

## SENIOR 3D TECHNICAL ARTIST



### CONTACT

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🌐 : **www.3dboxacademy.com**



### PROFILE

I'm a technical artist who is equally left and right brained and is capable of solving technical problems while also making things look great. I love to create visual content for cinematics (Pre-Rendering) and Videogames (Real-Time) graphics. Since 2003 I have been constantly learning new technologies in order to increase my ability to create higher quality visuals with increased performance in content.

My areas of expertise for Pre-Render & Render-Realtime are:

- **Training:** Mentor and support Artistic / Technical teams to get fast experience.
- **Pipelines:** Develop efficient Workflows for the Art teams to increase the Production.
- **Art Content:** Props and Environment creation (Hard Surface, Sculpting & Low Poly).
- **Look Development:** Implement, Texturing (PBR), Shading and Post Process Effects.
- **Technical Artist:** Act as bridge between Art and Engineering Departments for Performance.
- **Tools & Scripting:** Create Tools to increase the production for the Artist.



### 3D ARTISTIC & TECHNICAL SKILLS

#### TRAINING & PIPELINES:

- **Training:** Research of new technologies to speedup Process and Quality training the teams to get fast exp .
- **Pipelines:** Design and Create Standard or Specific Pipelines for production for specific projects.

#### ART CONTENT:

- **Environment:** Design and create modulated models to build large scenes.
- **Props:** Modeling Lowpoly & High poly (Hardsurface/Sculpt) & Baking Maps.
- **Unwrapping:** Efficient 2D projection and layouts & control of Texel Density .
- **Texturing:** Create clean photo-realistic (Nextgen/PBR) or Stylized textures.
- **Rigging:** Automating 3D Character or Props (mechanical) for fast Animation.

#### LOOK DEVELOPMENT:

- **Rendering:** Experience with Physically Based Rendering (Pre-Render or Render Realtime).
- **Lighting:** Create efficient lighting Pre-Render, Pre-Baked or Render (GI).
- **Shading:** Create efficient unique and tileable textures and control Materials.

#### TECHNICAL ARTIST:

- **Implementation:** Meshes, Textures, Animations, Sprites, UI, Scripts, Sounds, etc.
- **Particles:** Shaders, Sprites + Scripting (Games) and Fluid effects (Cinematics).
- **Dynamics:** Simulation for Clothes, Soft Bodies and Interactive meshes.
- **Shaders:** Creating Efficient Cartoon, Stylized, PBR, Animated or Visual Effect shaders.
- **Performance:** Rendering Path (Forward/Deferred) with content, control of budget for models (tris), control Textures Resolution and memory (Texel Density & Texture Array), Animation (Keys & Bones), Skinning (Influence by Vertex), Lighting/Lightmaps (Texel Density), Shaders (Instructions), etc.

#### TOOLS & SCRIPTING:

- **Artist Tools:** Programming Tools to speed up the pipeline process.
- **Gameplay Programming:** For Interaction between player and Game.

#### AG/VR:

- **Implementation/Programming:** Content, Performance and Optimization and create interaction.
- **Multimedia Programming:** For Multimedia Apps (Web and Mobiles).



### SOFTWARE KNOWLEDGE:

#### 3D PACKAGES:

- + Autodesk Maya: ██████████
- + Autodesk 3DSMax: ████████
- + Pixologic ZBrush: ██████████
- + Autodesk Mudbox: ██████████

#### GAME ENGINE (Realtime):

- + Unreal Engine: ██████████
- + Unity 3D: ██████████
- + Cryengine: ████████
- + Marmoset Toolbag: ██████████

#### CGI (PreRender):

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

#### IMAGE TOOLS:

- + Adobe Photoshop: ██████████
- + Gimp & Krita: ██████████
- + Adobe Illustrator: ██████████

#### NODAL SHADER:

- + Unreal Engine - Shader, Inst: ██████████
- + Unity - Graph, ASE & SF: ██████████
- + Substance Designer: ██████████
- + Maya - Hypershader/ShaderFx: ██████████

#### COMPOSITING:

- + BlackMagic Fusion: ██████████
- + Autodesk Composit: ██████████
- + Blender Compositing: ██████████
- + Adobe After Effects: ██████████

#### PROGRAMMING:

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

#### TEXTURING & NORMAL:

- + Substance Painter: ██████████
- + Substance B2M: ██████████
- + Quixel nDo: ██████████
- + CrazyBump: ██████████
- + xNormal: ██████████

#### MULTIMEDIA (Web):

- + Adobe Muse: ██████████
- + Adobe Dreamweaver: ██████████
- + Adobe Flash: ██████████
- + Java / CSS / HTML5: ██████████



### EDUCATION:

#### Master: Animation and Digital Art: Game Development.

Universidad Politécnica de Cataluña.

Spain, Barcelona; [www.upc.es](http://www.upc.es)

Instituto Tecnológico de Estudios Superiores de Monterrey, México, Guadalajara; [www.itesm.mx](http://www.itesm.mx) - 2008-2009.

#### Diploma: Animation and Visual effects.

Vancouver Institute of Media Arts.

Canada, Vancouver; [www.vanarts.com](http://www.vanarts.com) - 2005.

#### Engineer Architect.

Universidad del Valle de Atemajac.

México, Guadalajara; [www.univa.mx](http://www.univa.mx) - 1998-2001.



### LANGUAGES:

Spanish: ●●●●●● English: ●●●●●●



### HOBBIES:

Games



Computer



Dig.Art



Music



Dogs





## PROFESSIONAL EXPERIENCE



**Director & The Main Instructor 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.



**Lead Technical Artist at NEKCOM ENTERTAINMENT INC - China (Since March 2017)**  
Optimized 3d content, creation for Shaders, Lighting, look development as well to train the team to get fast or increase the experience to create and development videogames for console PS4.



**Technical Artist and Developer at RYOT LABS - AOL/Verison (2016).**  
I was in charge to implement: Content, Animations, Videos, sound, Visual effects and create Game Engine content to complement Scenes. Create shaders optimized for Mobiles and Scripting to create interaction between content AG/VR content.



**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 in multiple universities and schools for Multimedia, 3D and videogames productions and development.



**3D Instructor 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 Game 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 (Eting Cinematic), Hawaii-New York-Mexico.



**3D Art Team Leader at CGBOT Studio (Apr 2010 - Jan 2011).**  
I was part of the team at CGBOT Studio located in Monterrey-Mexico and Austin-Texas, I did 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.  
- Creating automated task for tools, Render, Assets and Pipelines.



**Executive Producer & 3D Artist 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 also 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 Composer 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.