CHRIS CHAVARRIA

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PROFILE

Event and exhibit designer with four years of experience in the tradeshow industry and nearly three years of experience in interior design 3d visualization. Seeking a 3d designer role that will enable me to create unique and innovative branding experiences while also helping me grow as a designer.

SOFTWARE

|  |  |  |
| --- | --- | --- |
| 3ds Max | InDesign | After Effects |
| AutoCAD | Mental Ray | Unity |
| Photoshop | V-Ray | ZBrush |
| Illustrator | MS Office | Maya |

SKILLS

|  |  |  |
| --- | --- | --- |
| Corp Event Design | 3d Lighting/Texturing | Meeting Tight Deadlines |
| Exhibit Design | Discovery Calls | Working with Account Executives |
| 3d Rendering | Design Presentations | Working with Engineers |
| 3d Modeling | Graphic Design | Working with other Designers |

RELATED WORK EXPERIENCE

**Freeman**

*Environmental Designer (Full Time/Started Remotely in 2019)*  *Sep 2015 – Present*

* Designed Corporate Events and Exhibits at a rapid pace
* Collaborated with AE’s, Designers, Detailers, CD’s, and Clients
* Had Client Discovery Calls, Walk-throughs, and Presentations
* Participated in Weekly Design Meetings and Presentations

**TAL Studio**

*3d Artist (Full Time)*  *Feb 2013 – Sep 2015*

* Created highly realistic 3d renderings of interiors
* Accurately modeled/textured/lit real world furniture and objects
* Organized and maintained 3d asset library and scene files
* Delivered under pressure and met deadlines

**Codex Worlds**

*3d Artist/UI Icon Designer (Part Time/Worked Remotely) Sep 2013 – Sep 2015*

* Modeled 3d assets from team member’s concept art
* Designed achievement icons for game’s user interface
* Applied changes to submitted work based on team’s critique
* Attended weekly video chat meetings to address concerns

EDUCATION

**The Art Institute of Las Vegas**

Bachelor of Science - Game Art & Design Dec 2012 GPA 3.6