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