

HECTOR DE LA TORRE

122 ½ E. LAS FLORES DRIVE ALTADENA, CA 91001 PH. 626-786-6108
hectordelatorre@sbcglobal.net · www.hectordelatorre.net

EXPERIENCE: **Modeler/ Texturing Painter, December 2009 - present**

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

- Responsibilities include modeling, texturing, shading, lighting and rendering
- Software testing and documentation

Modeler, Texture Painter, December 2006 - February 2008

Gentle Giant Studio, Burbank, CA

- Responsibilities include modeling, texturing
- Digital sculpting high-res models
- High-res scan data resurfacing

Lighting TD, July 2006 - October 2006

Rhythm & Hues, Los Angeles, CA

- Responsible for lighting, compositing and rendering CG elements

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 BATTLE: LOS ANGELES -modeling - texture painter - Hydraulx

2010 GULLIVER'S TRAVELS -modeling - texture painter - Hydraulx

2010 KNIGHT AND DAY -modeling - texture painter - Hydraulx

2010 JONAH HEX - 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

SOFTWARE: Maya, Mental Ray, ZBrush, Mudbox, Photoshop, Bodypaint 3D, Shake, After Effects, and various proprietary 3D software packages

OPERATING SYTEMS:

Linux, Mac OS X, Windows XP

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