

## HECTOR DE LA TORRE

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**EXPERIENCE:** **Modeler/ Generalist, December 2009 - present**

*Hydraulx, Santa Monica, CA*

- Responsibilities Modeling, Texturing, Shading, Lighting and Rendering

**Freelance 3D Generalist, May 2009 - July 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*

- Hard surface, organic modeling and Uvs
- Responsible for creating photo-realistic and stylized texture maps and high frequency detail displacement
- Collecting on set reference images, look development, and collaborating with lighting/rendering artists to define material properties
- Lighting complex CG characters
- Created photo-realistic renders with proprietary script-based rendering system
- Defined material properties, painted textures, managed renders and basic compositing
- Software testing and documentation

**Modeler & Texture Artist, December 2006 - February 2008**

*Gentle Giant Studio, Burbank, CA*

- Responsible for sculpting low/high-res models
- Real-time mesh and data acquisition scan, data processing, high-res scan data resurface.
- Defined material properties, painted textures, managed renders and basic compositing
- Creating assets such as diffuse, normal, ambient occlusion maps, UVs
- Responsible for producing high quality texture maps and high frequency detail displacement

**Lighting TD, July 2006 - October 2006**

*Rhythm & Hues, Los Angeles, CA*

- Responsible for lighting and rendering CG elements for integration with live action plates
- Lighting complex CG characters dealing with sub-surface scattering, fur, and HDRI \ lighting techniques
- Created photo-realistic renders with proprietary script-based rendering System
- Responsibilities also include pipeline management of shots and rendering unique passes for compositors.

**Lab Technician, April 2006 - June 2006**

**Graphic Artist / Animator, June 2004 - October 2004**

*Higher Grounds Production, Hollywood, CA*

*Documentary: Pancho Gonzalez*

**FEATURES:**

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

**PROGRAMS:**

Maya, Mental Ray, ZBrush, Mudbox, Photoshop, Bodypaint 3D, Shake, After Effects,  
Linux, Mac OS X, Windows XP and various proprietary 3D software packages

**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