



CHARLES FERNANDEZ II

SKILLS

charlesf2.com



artstation.com/charlesf2



3D Modeling



Graphics



Freehand Drawing



(813) 361-9642



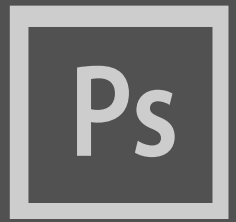
charles@charlesf2.com

SOFTWARE

PROFICIENT IN



Maya



PhotoShop



Illustrator

WORKED WITH



Nuke X



Blender



Premiere

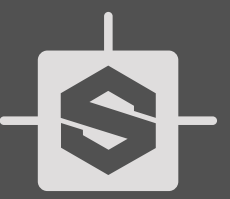


DreamWeaver

DEVELOPING SKILLS IN



Substance Painter



Substance Designer



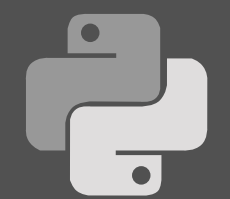
Substance Alchemist



Z Brush



Unreal



Python



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facebook.com/TheArtOfCharlesFernandez



Feld Entertainment (August 2017 – March 2020)

Graphic Designer / 3D Artist

- 3D Modeling, Texturing, Look Development, Lighting, Rendering
- Design and create 3D models of car and truck bodies for the Monster Jam Fleet
Designs were fabricated and mounted onto Monster Truck chassis for use in touring events.
Ensure 3D model measurements conform to real-world design requirements.
- Responsible for converting Monster Jam's 3D model library of trucks from Blender to Maya
- Graphic Design
- Created a wide variety of graphics packages for use across the Monster Jam Fleet.
Designs created for Helmets, Jerseys, Crew Shirts, Fire Suits, as well as Graphics Wraps for our vehicles including ATVs, Speedsters, Haulers, Buses, and of course Monster Trucks.



Stereo D Canada - Toronto, ON (Dec 2015 – Nov 2016)

Stereo D - Burbank, CA (March 2014 – July 2014 & Dec 2014 - June 2015)

Depth Artist

- Used The Foundry's Nuke to create animated Depth passes
- Converted 2D shots into stereoscopic sequences for theatrical release
- Worked as part of a massive, international production pipeline
- Used artistic and technical ability to provide film compositing services for major film studios.
- Contributed to the conversion of fifteen feature films released from 2014 through 2017



Mindlance (October 2014 – November 2014)

3D Data QA and Touchup

- Client: Apple Inc.
- 3D modeling touchup and Quality Assurance for Apple Maps models of the following cities:
Millau, Manchester, Budapest, Clermont-Ferrand, Mayaguez, Nashville, Minneapolis, Las Vegas, Ponce, Hamburg



Indigo Lighting LLC (Sept 2000 – Dec 2009)

Art Director / Lead Modeler / Maya Generalist

- Look development for a variety of stage presentations.
- Turned producer's rough sketches into high-quality concept art
- Created Maya Model library of professional stage lighting fixtures for pre-visual renders.
- Assisted in the production of several independent and student films as a Maya Generalist.
- Contributed to the following projects:
"Knightro's Circus UCF Homecoming 2009" (Concert) - Art Director
"GP" (Independent Film) - Maya Generalist, roto-scoping



Nationality: United States

Language: English



CHARLES FERNANDEZ II (CONTINUED)

FILMOGRAPHY



Stereo D - Depth Artist

TERMINATOR 2
JUDGMENT DAY 3D

king
arthur
LEGEND OF THE SWORD

FANTASTIC
BEASTS
AND WHERE
TO FIND THEM



GEOSTORM

ROGUE ONE
A STAR WARS STORY

STAR TREK
BEYOND

Disney
THE
BFG

INDEPENDENCE DAY
RESURGENCE

ANT-MAN

SAN ANDREAS

AVENGERS
AGE OF ULTRON

SpongeBob
squarepants 2

TEENAGE MUTANT
NINJA
TURTLES

GUARDIANS
OF THE GALAXY

X-MEN
DAYS OF FUTURE PAST

FREELANCING



CF2 Studios (August 2000 - December 2013)

Freelance Artist - 3D Generalist, Digital Art, Concept Art, Logos, Re-branding, Advertisements

- Client Highlights:



Imaginary Lights

- 3D Modeling Assets for use in Unreal Engine Plugin

VER

- 3D Modeling and Model Cleanup for Previs Lighting Simulator



Principal Design Group

Man vs. Machine

- 3D Modeling and Product Design

- 3D Modeling and Character Design

EDUCATION



University of Central Florida - (Orlando, FL)

- Bachelors Degree: Digital Media - Visual Language (May 2012)

UCF SIGGRAPH 2011/2012 "Flower Story" (Student Film - Released 2012)

- Club President

- Tech Lead - Visual FX Lead - Modeling team - Render Team

HCC

Hillsborough Community College - (Tampa, Florida)

- Associates Degree: Mass Communications

- Brandon Editor of "HCC Hawkeye" (Student Newspaper)

HOBBIES

- Drawing - 3D Modeling - Character Design - Playing Video Games - Watching Movies - Creative Writing - Reading



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