

# ARANGO, ALIMAYO

alimayo.arango@gmail.com  
62 High Meadows Drive Sicklerville, New Jersey 08081  
609-502-2540  
www.littleguycgi.com

## OBJECTIVES

To work in a team environment where I can utilize and further my knowledge in modeling, and enhance my character animation skills. While working in that creative environment further enhance my modeling, texturing, rigging, animating, lighting, rendering, compositing and motion graphics skills in the fields of broadcast, game creation and film.

## EDUCATION

### **Anthem Institute Cherry Hill, New Jersey**

**September, 2009** Animation and Graphic Design Diploma

- Self-taught in many areas of 3D including new software and Physical Based rendering. Ability to adapt, learn and improve utilizing new workflows and tools.

## EXPERIENCE

### **Little Guy CGI | Sicklerville, New Jersey**

**3D Generalist** 2013 – Present

- 3D modeling, 3D animation, Concept Design, Story boarding, Video editing  
I designed and animated 3d logo intros and product demonstrations, modeled characters, and incorporated 3d graphics into live action video. I have Video Game experience creating 3D characters from 2D concept art adding textures and materials then rigging, animating, and producing 2D Sprite Sheets for game engines.

### **YouTube Partner | <http://youtu.be/ax0ycNrK6pU>**

**3D Instructor** 2013 – Present

- I produce tutorials that instruct on almost all aspects of 3D techniques

### **Anthem Institute | Cherry Hill, New Jersey**

**MultiMedia/Graphic Design Instructor** 2011 – 2013

- Taught the Adobe Master Suite, PHP, 3D and Web Design

## **Noble Ingredients | Berlin, New Jersey**

**Senior Graphic Designer** 2009 – 2011

- *Responsible for the Creative department of The Michael Cuziel International Chocolate Company. I created their corporate website, and consulted with and implemented the marketing team's ideas to increase their footprint in the United States.*

## **SKILLS**

- Solid knowledge and understanding of traditional 3D modeling workflows of creating textures and materials compatible with rendering models and Physically Based Rendering (PBR).
- Familiar with Typological constraints in modeling (High and Low Resolutions)
- Familiar with Re-Typology techniques
- Knowledge of advanced baking techniques (Normals, AO, Cavity, Specularity, Gloss etc.)
- In-depth knowledge of 2D manipulation tools (Photoshop, GIMP, Inkscape, Illustrator)
- Solid knowledge and understanding of Human Anatomy, with the ability to reproduce shape, proportions and details.
- Ability to interpret 2D/Sketch concept art while creating 3D models
- Video Game experience creating 3D characters from 2D concept art, textures and materials rigging, animating, and producing 2D Sprite Sheets for game engines.
- Knowledge of 3D printing preparations (nonmanifold vertices, inverted normals)
- Entry-level knowledge of Virtual and Altered reality requirements for future 3D video game and app development including 360 panoramic video.
- Video editing, green-screen keying, rotoscoping and compositing.

## **PERSONAL**

- As a Natural Competitive Bodybuilder I have competed to the International level.
- I have written professionally for Fusion magazine as a regular monthly columnist.
- Owned and operated Creations Personal Training for over 10 years as a Personal Trainer helping people to obtain their fitness goals.
- I enjoy Sci-Fi, new technologies, philosophy and almost everything about the video game world.
- Exploring new capabilities of Virtual Reality and Altered Reality.

**ALIMAYO O. ARANGO**

**PERSONAL REFERENCES AVAILABLE UPON REQUEST**

