

PORTFOLIO

JESSE FLORES

SENIOR 3D ARTIST





ABOUT ME

I am a senior 3D artist with extensive experience, focused on delivering high-quality visuals efficiently. My skills cover concept development to final rendering, aiming to exceed client expectations. I embrace creativity and innovation to enhance my craft and contribute to engaging visual storytelling.



EDUCATION

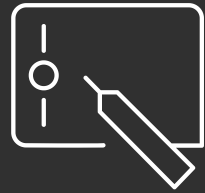
2006 – 2010

School of Visual Arts

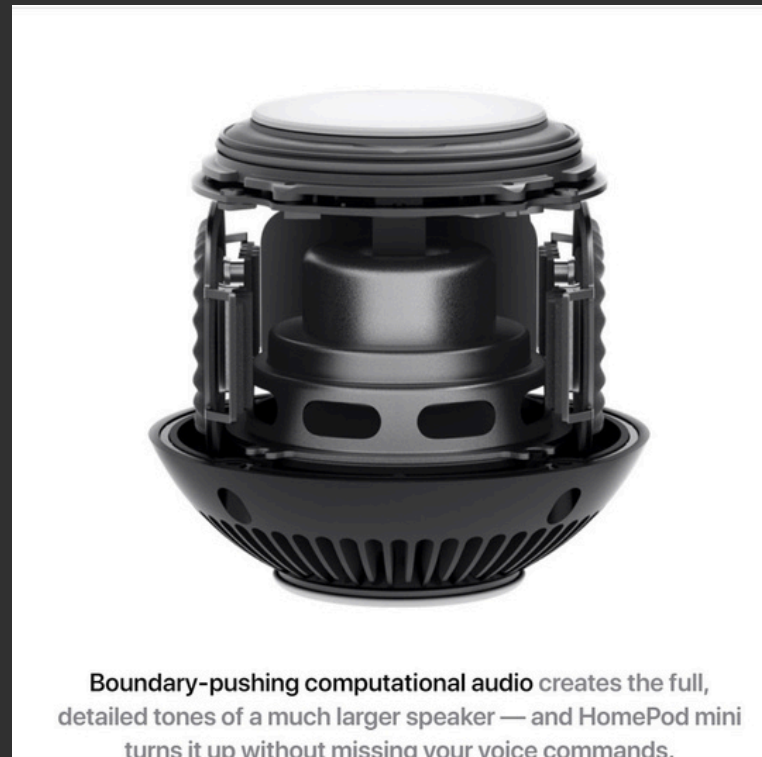
Bachelor of Arts



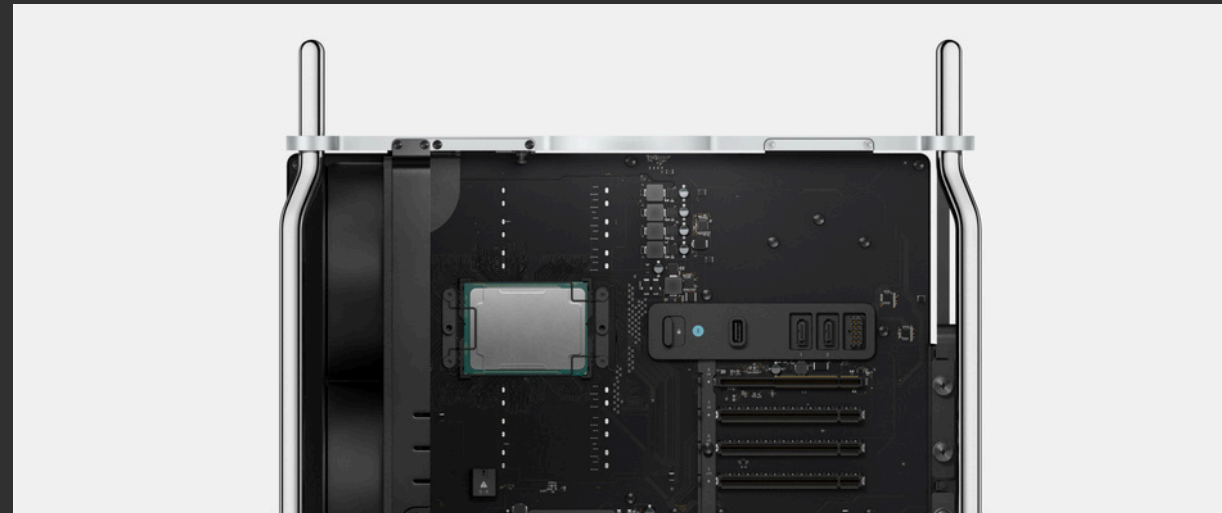
School of
VISUAL ARTS®



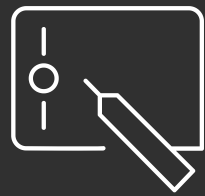
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Boundary-pushing computational audio creates the full, detailed tones of a much larger speaker — and HomePod mini turns it up without missing your voice commands.



3D Lighting Artist
Maya Vray Nuke Photoshop



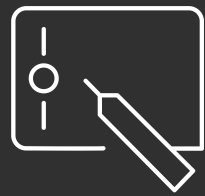
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3D Lighting Artist
Maya Vray Nuke Photoshop

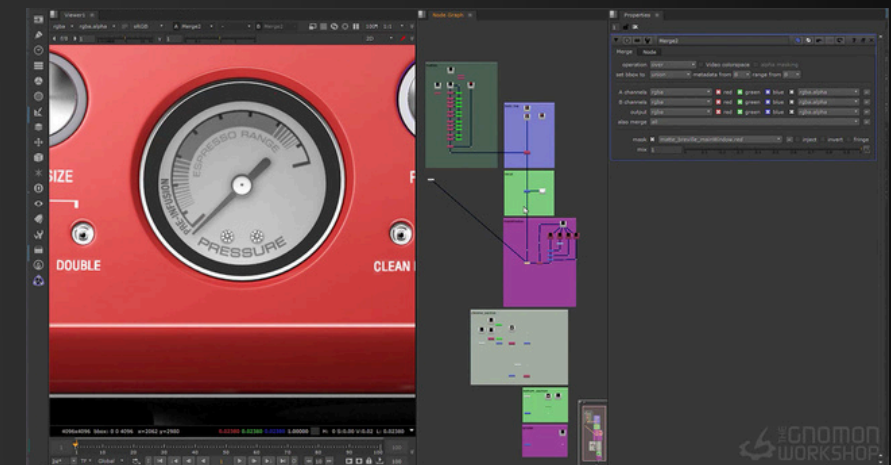
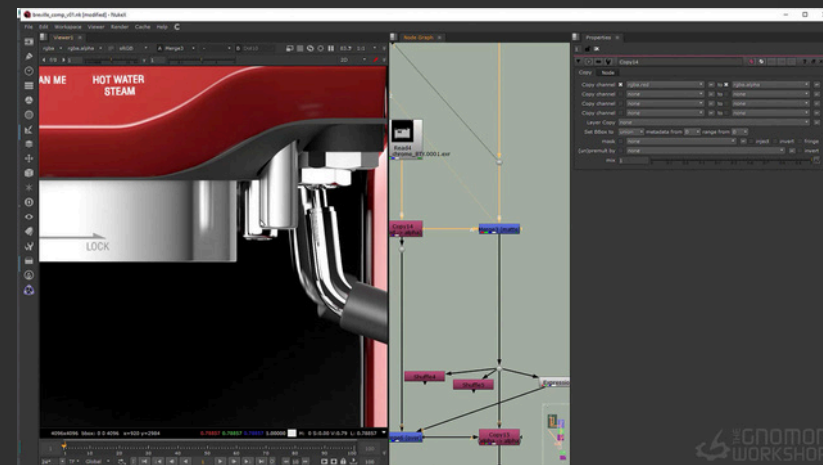
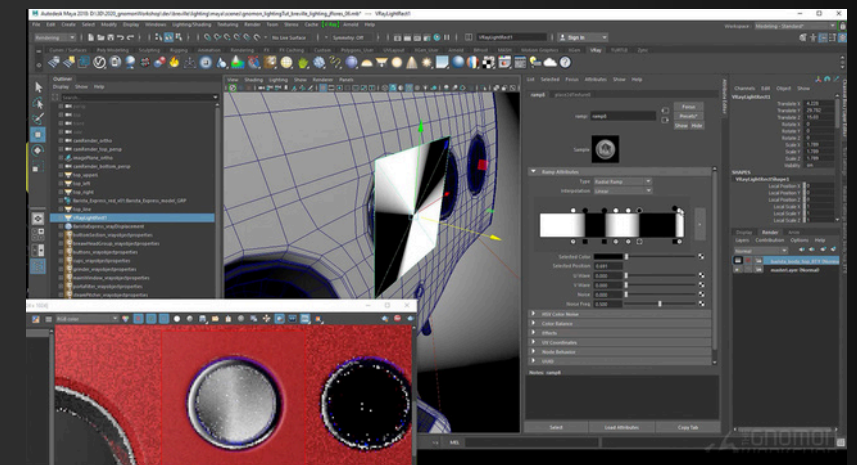
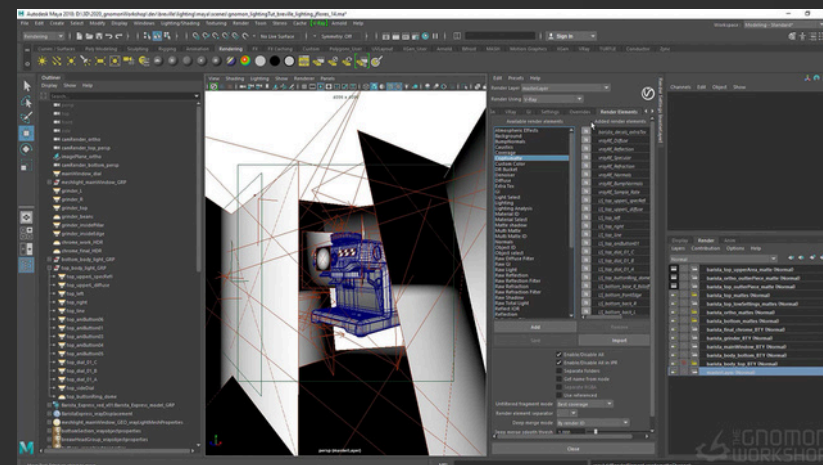




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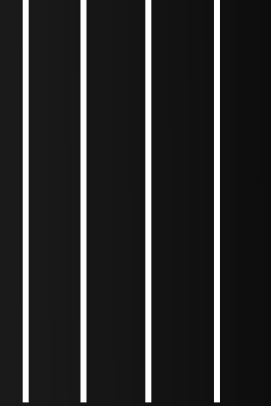


Shading / Lighting
Maya Vray Nuke Photoshop





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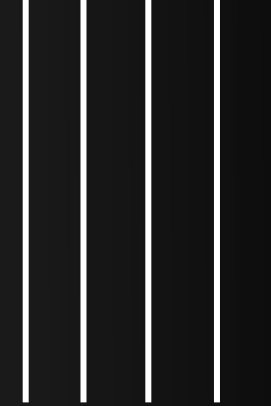
Look Development / Lighting
Maya Vray Nuke Photoshop





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Look Development / Lighting
Maya Arnold
Substance Painter
Substance Designer





CONTACT ME

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