

Jorge Carlos Gonzalez De Cossio E.

SENIOR 3D MODELER – RESUME 2023

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EXPERIENCE

Industrial Light & Magic

June 2017 – Present

Star Wars:

Skeleton Crew – Season 1 ::::

High detail models and additional design for several ships and other assets (Awaiting release to specify).

Aquaman 2

::::

Digi-double models for Black Manta and Arthur's suit, several vessels and structures. Corrective shapes for Arthur.

Loki – Season 1

::::

Model, detail sculpt and facial/body shapes for the Loki Alligator creature, model of the Lighthouse of Alexandria, model of bird creatures from The Void.

Eternals

::::

Multiple digi doubles body and costumes.

Jungle Cruise

::::

Conquistador Aguirre hero armor, snake heads sculpting and ruins modeling and sculpting.

Aquaman

::::

Blue whale, jellyfish, Atlantean and other ships, Atlantean buildings and environment modeling.

Digital Domain 3.0

May 2016 – May 2017

Ready Player One

::::

Shanty village stacks and digi-doubles modeling.

Power Rangers

::::

Mastodon robot, Putty monster model/design and environment modeling.

Sony Pictures Imageworks

Feb. 2015 – May 2016

Storks

::::

Stylized organic and hardsurface environments, prop modeling and stylized walrus creature model.

Digital Domain 3.0

Aug. 2014 – Jan. 2015

Pixels

::::

Galaga space ship, digi-double and environment modeling.

Zoic Studios

July 2013 – Apr. 2014

Once Upon A Time
In Wonderland

::::

Environment modeling/texturing/lookdev/lighting

Once Upon A Time

::::

Environment setup and previs models.

Constantine

::::

Train front cart modeling, texturing, lookdev.

Digital Domain

Sep. 2011 – June 2013

Ender's Game

::::

Modeled and made variation designs for alien structures, alien nest interior and terrains.

Jack The Giant Slayer

::::

Props and environment modeling, gore sculpting.

SKILLS

- Organic and hard-surface modeling
- Hi-Detail sculpting
- Conceptual modeling
- Set-dressing/layout

SOFTWARE

- Maya
- ZBrush
- Mudbox
- Photoshop
- Vray
- Nuke (Basics)
- After Effects (Basics)
- Premiere (Basics)