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Israel García Díaz

Animator / Art Director

Objective

To gain employment as a 3D Animator, Art Director or Ui Designer where I can deploy my artistic skills to help the company goals.

Skills

- Experience in providing 3D character animation for games, movies and simulation
- Art Direction skills in Advertising and Branding
- Huge knowledge of vector images and manipulation
- Deep knowledge of various PC and Mac operating systems
- Remarkable ability to develop efficient visual storyboards
- Immense skills to communicate with clients to analyze requirements
- Strong sound design knowledge to achieve business objectives
- Exceptional understanding of Adobe Creative Suite and products
- Familiarity with digital Video Production
- Proficient with AutoDesk Maya and Motionbuilder

What I want?

Secure a position as an Artist where I can help establish the direction of outstanding creative work. Create the best post possible product by applying my skills and experience.

Who I have worked for?

Suspicious Box / Calibur Studios

3d Animator, Ui Designer, Sound Designer (2017 - Present)

Games: Liminal, Valor

Develop and implement all 3d Animations using Hank key and Mocap techniques. Develop all UI content for the game from the Logo to the final credits. Create complex sound FX.

Medtronic LTAM / Olympus LATAN

Senior Art Director (2012 - Present)

Develop, implement and manage compelling tactical advertising and strategic branding experience with campaign management for large accounts. Developed logos/corporate identity for new products. Re-launched existing brands with new image to increase sales and increase brand recognition. Managed the development of integrated global and domestic campaigns across different media: print, web, TV, packaging and corporate collateral. Managed large photo shoots campaigns, casting process, to location scouting and photographer selection. Strong sense of typography, design principles and the creative process. Managed large complex projects from initial idea to final applause.

HIT Interactive Marketing Group

Associate Creative Director (2011 - 2012)

Clients: Kraft, Liceo de Arte, Wines Barcelona

Responsible for leading design teams in the creation, conceptualing, and implementation of Downstream projects. Supervise design resources and concepts for projects that include staff guidance, project vision, written thematic narrative and storyboards, graphic design, 3D environmental display design, interactive design, and other creative solutions. Work with account leads and project management to ensure that project deliverables satisfy the client, go out on time and on budget, and support project goals.

EURO RSCG / EURO LATINO

Senior Art Director (2007-2010)

Clients: Honda, Acura, Walgreens, BBVA, Ferrero, Reckitt Benckiser, Sanofi Aventis, Lanco

Innovation Advertising Group

Art Director (2004 - 2007)

Clients: Arteria Publicidad, Sacred Heart University, Medalla PR, Licor 43, Doral Bank

Lopito Illeana & Howie

Jr Art Director (2003 - 2004)

Clients: McDonalds, Budweiser, Bud Light, At&t Wireless

Computer Software Skills

Design

Adobe Illustrator
Adobe Photoshop
Adobe InDesign

Video/Animation

Adobe After Effects
Adobe Premier
Apple Final Cut
Apple Motion
Autodesk Maya

Audio

Avid Protools
Logic Pro
Reason

Game Engines

Ureal
Unity

Education

MS Interactive Entertainment - 2018

Florida Interactive Entertainment Academy (FIEA)
University of Central Florida

BA Communications, Advertising Graphic Design

University of Puerto Rico, Rio Piedras Campus
Magna Cum Laude

Audio/Video Production

CCAT Puerto Rico (Colegio de Cinematografía, Artes y Televisión)
Suma Cum Laude

Awards

Cuspide Advertising Festival Finalist

Client: Camarero

Canes Lion Bronze

Client: Casa Protegida Julia de Burgos

Portfolio Available

www.igdiaz.com