Cesar Alejandro Montero Orozco
Technical Art Direction and Visual Development

818.433.2933 cesar3dartist@gmail.com

Greencard Holder - E16, Alien of Extraordinary Ability

EXPERIENCE

Lighter/Compositor at Duncan Studios (October 2016 - present)
- Light & render shots and composite the resultant character and environment renders through to final output to satisfy the creative vision and technical requirements of the production.
- Facilitate look development by working with surfacing to help define material settings and/or shading parameters.
- Lead development of lighting tools for the studio.

3D Generalist/Designer VR Interactive at RYOT (July 2016 - October 2016)
- Conceptualize and Create out of the box solutions for high profile interactive VR projects
- Design, model and texture all CG assets to for the VR projects
- Work with Unreal Engine & Unity to develop VR projects
- Responsible for optimized lowpoly & texture assets for several target platforms.

Art Director and Lead Visual Developer (GTEC) at NXP Semiconductors *(formerly Freescale)* August 2014 - July 2016)
- Responsible for all "next generation" realtime graphics artwork created for GTEC (Graphics Technology Engineering Center).
- Responsible for real-time 3D artwork implementation for all NXP customers and embedded products.
- Responsible for managing all studio artists and helping as a bridge between them and embedded systems programmers.
- Responsible for developing strategies, schedules and tasks for all GTEC graphic demos.
- Help all customers implement and refine their realtime 3D artwork on NXP embedded graphics products.
- Develop realtime graphics documentation and techniques for optimal implementation in NXP embedded products.
- Create demos that show off the capabilities of NXP graphics technologies.
- Help scope NXP next generation graphics products from a technical art perspective.
- Analyze and scope digital content creation tools that can be of strong use on NXP graphics products such as Socionext CGI-Studio, Crank Software, Unreal Engine 4, among others.
- Analyze and scope advanced HMI / GUI tooling and determine its relative performance on NXP embedded graphics products.

Look Development Supervisor @ Mila (short film) at Mila Film
June 2011 - Present
- Responsible for the strategy and implementation of all shaders in the film
- Responsible for maintaining a consistent look for all sequences in the film.
- Responsible for the textures and shaders of all assets in the film, including characters, vehicles, buildings and props.
- Ensure the efficiency of the shader networks created by the look development artists.
- Responsible for maintaining a consistent look and feel on all assets and sequences.

Surfacing R&D at DreamWorks Animation
September 2010 - June 2011
- Representative of the Surfacing department (80+ artist) during the R&D MetaMSL shader program
- Responsible for ensuring all DreamWorks Animation material shaders are working as expected by the Surfacing Supervisors
- Responsible for translating surfacing artists needs into R&D shading requests.
- Responsible for communicating the Surfacing Department about the R&D limitations on shader development.
- Learnt the behavior of 100+ shaders with 10,000 to further improve shaders behavior and efficiency.
- Responsible for the strategy and implementation of all automated tests required to keep consistency for all DreamWorks Animation shaders.
- Responsible for convincing the R&D team that an automated system was required in order to lower down resource consumption on the maintenance of the shading system.

Surfacing Artist at DreamWorks Animation
November 2008 - March 2014
- Worked on 7 different feature films from DreamWorks Animation: HOME(2014), Turbo(2013), Puss in Boots (2011), Kung Fu Panda 2 (2011), Kung Fu Panda Holiday Special (2010), Shrek Forever After (2010).
- Established the look and qualities of characters, props and environments for animated films with direction from the Production Designer, Art Director and Surfacing Supervisor
- Handled the more complex and technically demanding Surfacing setups
- Fixed creative and technical issues as they arise
- Worked with other departments to communicate Surfacing needs (primarily modeling) and provide for other department's needs (primarily lighting).
- Ensured that Surfacing files where completed and ready for lighting
- Stayed aware of the broader show needs and how they related to the Surfacing Department (schedule, complexity of setups, etc.)

Instructor at The ACME Network
February 2012 - December 2013

- The ACME Network, is a non-profit dedicated to improving opportunity and potential for diverse and underserved learners.
- Helped review work created by students around the US through internet forums, video conference and in person.
- Helped students with moral support and guidance on their professional aspirations as animators and artists.
- Met weekly or biweekly to review work via teleconference with shools around the world
- Prepared material to present at classes, and review work by students on a daily basis

Mentor at Artzolio

October 2012 - December 2012

- Helped aspiring artists find the right school for them.
- Reviewed portfolios and work.
- Gave feedback on how to prepare student applications
- Helped students find the right art school needed to land the specific art jobs

Spotlight Team Director at   Spinquad

December 2006 - July 2010

- Lead a team of world respected artist for the selection of work that is placed at the front page.
- Coordinated interviews, press releases and many other PR activities for companies using Newtek LightWave 3D
- Helped increased membership from 6k to 30k by keeping content fresh and exciting
- Helped promoting contest for artists that could eventually land job interviews at different companies

Ligther at   CIS Vancouver

May 2008 - July 2008

- Worked as Lighting/Texturing artist for feature film projects.
- Responsible for face replacements on animal characters
- Coordinated with Animation, Rigging and Modeling for the creation of dog and monkey heads.
- Made sure Clients where satisfied with the delivered shots on due date.

CG Artist Generalist at Ignition Entertainment (formerly Digi-Guys)

July 2007 - April 2008

- Helped create high definition assets to be used on game/film entitled "Wardevil"
- Responsible for all lighting and texturing in-game
- Responsible for R&D of lighting and texturing to deliver Director's visual vision of the game.
- Coordinated with Modeling and VFX department for the delivery of efficient pipeline and assets.

Photographer, Producer at   Frajo Studio

May 2005 - May 2006

- Model Photography Producer
- Events photographer

Photographer, Web Designer at Zigno.com

December 2002 - December 2004

- Created the web design of a social network from scratch.
- Planned and coordinated the production of website content.
- Planned and produced 50+ professional photo-shoots.
- Took and published over 14,000 selected pictures in the course of 3 years.

Multimedia Developer at Tecnológico de Monterey Campus Guadalajara

2002 - 2003

- Software Developer for multimedia solutions
- Developed efficient coding for animated interfaces using high-end graphics on low-end computers (486 PC)
- Talked to clients and end users to understand their needs
- Created strategy and tasks for the delivery
- Created efficient code for the creation of 2D interfaces

SKILLS

Job skills. 3D Graphics for Film and Realtime Devices, Project Management, Marketing Strategy, 3D Modeling, Texturing, Shading, Lighting, Rendering, Compositing

Software Skills. Photoshop, Maya, Modo, Arnold Renderer, Foundry MARI 3D, Linux, Illustrator, Adobe After Effects, Lightwave 3D, Adobe Premiere, Eyeon Fusion, Crank Storyboard IO (embedded), Socionext CGI Studio (embedded), LUA, Actionscript PHP, HTML, XML, Java/Javascript.

EDUCATION

Vancouver Film School

Digital Design, Design, 2005 - 2006

- Activities and Societies: DD03 Class Representative
- Winner of 2 school awards: Best Final Project, Best Project Management
- Winner of 2 international awards: Silver at Davey Awards, Best Student Marketing Project at MI6

Tecnológico de Monterrey

Bachelor, Computer Engineer, 2000 - 2004

PUBLICATIONS

Complete Guide to Lighting: Parts 1 to 6, 3DCreative Magazine
Wowing The Audience, Animation Reporter   June 15, 2007
The Making of Rusty, 3DCreative Magazine   October 14, 2006
An Interview with Cesar Montero, CGFocus   October 1, 2006
Rusty - d'artiste: Character modeling 2, D'artiste: Character Modeling 2, Ballistic Publishing   April 15,
HDRI 3D Magazine, issue 11 page 69
Eggit - HDRI 3D issue 11 page 69, HDRI 3D Magazine, issue 11 page 69

Colored Perfumes, HDRI 3D issue 10 page 74
Diamond Ring, HDRI 3D Magazine, issue 10 page 74
Selected Portfolios: Cesar Montero, CG Society Newsletter 02 Oct. 2006   October 2, 2006