

# GASTÓN UGARTE

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## Contact Info

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CA 94518

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## PORTFOLIO

Website: [www.tucumanian.com](http://www.tucumanian.com)

Instagram: [www.instagram.com/tucumanian](http://www.instagram.com/tucumanian)

LinkedIn: [www.linkedin.com/in/gastonugarte](http://www.linkedin.com/in/gastonugarte)

## EXPERIENCE

Pixar Animation Studios, Emeryville, CA — 2006-Current

Job Titles Senior Modeler, Sets modeling Supervisor & Art Director.

Specialize in Sets Modeling & Set design. Worked on multiple award winning films such as Wall-E (Senior Modeler), Up (Senior Modeler), Brave (Senior Modeler), COCO (Set Modeling Supervisor). Other titles include: The Good Dinosaur (Set Modeling Supervisor), Onwards (Set Modeling Supervisor), Luca (Senior Modeler), Lightyear (Set Modeling Supervisor), Hoppers (Sets Art Director) & Inside Out 2 (Senior Modeler)

Sony Pictures Imageworks, Culver City, CA — 2005-2006

Job Title CG Modeler for Surf's Up and I am Legend

CHARLEX, New York City — 2003-2005

Job Title Lead modeler on award winning short "One Rat Short" and worked on a number of 3d commercials for clients such as Budweiser, M&Ms, Coca Cola, Verizon, AT&T to name a few.

Wacky World Studios, Tampa, FL — 2003

Job Title Modeling & shading for direct to video release of animated feature film "The Roach Approach".

Trial Practices, Inc., Tampa, FL — 2002-2003

Job Title Modeling, shading & compositing. Responsible for recreating 3d animations & visualizations for trial exhibitions.

## EDUCATION

International Baccalaureate (I.B) – 1994-1996 English & Art

Architecture School, Universidad Nacional de Tucumán, Argentina – 1996-1997  
1.5 years completed (switched majors to pursue my dream of working in the animation industry)

Ringling College of Art & Design, Sarasota, FL – 1997-2002  
B.F.A. in Computer Animation & Illustration – Minor in Photography

School, Universidad Nacional de Tucumán, Argentina – 1996-1997  
1.5 years completed (switched majors to pursue my dream of working in the animation industry)

## SKILLS

2d Traditional art, painting, conceptual design & photography

3D Sculpting & environment modeling, Shading, Lighting, Set Dressing,

A.I design Midjourney, Dall-E, Pika & Runwayml

Editing and Compositing

## SOFTWARE

Autodesk Maya, 3d coat, Zbrush, Blender, Nomad, World Creator, Substance Painter, Photoshop, Procreate, Infinite Painter, Adobe Premiere, Lightroom, Midjourney, Dall-E, Pika, Runway Gen2

## LANGUAGES

Spanish & English

## FILMOGRAPHY

[https://www.imdb.com/name/nm2077360/?ref\\_=tt\\_cl\\_t\\_10](https://www.imdb.com/name/nm2077360/?ref_=tt_cl_t_10)

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