(954)-393-3016   Gabrielfalaschi3@gmail.com

GABRIEL FALASCHI (ENG/SPA) *Detail Oriented and Highly Passionate 3D Artist*

PORTFOLIO WEBSITE: https://falaschi.art

EDUCATION

- ♦ B.A. in Natural and Applied Sciences 2020
- ♦ Florida International University

PROFESSIONAL EXPERIENCE AND PROJECTS

Televisa Univision   March 2023 - Present

3D Augmented Reality Designer for News Broadcasts

- ♦ Model, UV unwrap, and Texture any object needed for AR broadcasts at an international level.
- ♦ Able to quickly ship finished models for breaking news and constantly changing deadlines
- ♦ Work closely with recognized news producers, talent, and artists to deliver on-air graphics for a household name news channel.
- ♦ Go-to modeler for quick turnaround on any and all models at a Fortune 500 company.

Unight / Maximum Velocity   October 2021 - January 2023

3D Artist and Environmental Artist / Lead 3D Prop Designer on Maximum Velocity

- ♦ Modeled, UV unwrapped, and hand-textured 300+ optimized, game-ready assets in low and high poly budgets.
- ♦ Able to turn 2D concepts into in-engine 3D assets.
- ♦ Collaborated with 5 artists and technical artists and worked closely with creative directors, gameplay directors, and art leads.
- ♦ Adept at setting up and working in multiple stages of a pipeline to implement assets into Unreal 5.

Sanllehi Art Corporation   April 2019 - January 2023

3D Artist and 3D Interior Designer

- ♦ Modeled, UV unwrapped, and textured interiors, and furniture from floor plans and from interior designer concepts.
- ♦ Collaborated with interior designers and architects to bring to life computer aided designs into completely realized interior spaces of restaurants, bars, spas, and more.
- ♦ Oversaw the construction and decoration of many projects, included but not limited to: Trump International, Beer and Burger Joint, Sokai, Boca's House, Boca's Grill, Moon Thai, Famous Daves, Bo-Bar, Japan Inn, and Moon Thai.
- ♦ Hand painted murals for restaurants and busy public areas in Miami.

Communicart   May 2020 - October 2021

3D Graphic Designer

- ♦ Modeled, textured, and rendered assets for marketing purposes.
- ♦ Provided support in strategic business development and marketing efforts using 3D designs.
- ♦ Created promotional materials including posters, stickers, logos, graphics etc. for clients.

SOFTWARE:

- ♦ **Modeling –** Blender, Maya
- ♦ **UV Layouts –** Blender, Maya
- ♦ **Texturing –** Photoshop, Substance Painter
- ♦ **Engines –** Unreal 4, Unreal 5, Unity