

# JOSE GUINEA MONTALVO

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## Objective

VisualFX TD  
Resident

## Skills

### Programming

C / C++, RSpec, RSL,  
MelScript, Python, HTML,  
PHP, MySQL

### Applications

Autodesk Maya, MentalRay  
Pixar's Renderman Studio,  
Adobe Photoshop,  
Adobe Illustrator,  
Adobe Dreamweaver,  
Adobe After Effects,  
Adobe Premiere

### OS

Linux, Mac OSX, Windows

## Education

### 2007-2011

M.S. in Visualization  
Texas A&M University  
Department of Visualization  
Thesis:  
Painterly process for light transport  
Expected graduation: fall 2011

### 2003-2006

M.S. in Communication Design  
Politecnico di Milano, Bovisa  
Thesis:  
Media Atlas  
Mapping Media, An Extension of Media

### 2000-2003

B.Sc. Industrial Design for Communication  
Politecnico di Milano, Bovisa  
Final evaluation: 109/110

## Relevant coursework

Modeling, Rigging and Animation, Rendering and  
Shading (RSL), Physically-based Modeling, Image  
Synthesis (ray tracing), Generative Art

### 2009

Viz Summer Industry course (viza627)  
in collaboration with Walt Disney Animation

### 2008

Viz Summer Industry course (viza627)  
in collaboration with DreamWorks Animation

## Achievements

### 2011

**Adobe Design Achievemnet Award**  
*Winner: Innovation in Interactive Media in Education*  
Rigglefish: Engaging Middle and High School  
Children in Scientific Inquiry and Genetics

### SIGGRAPH 2011 Studio Talk

*in collaboration with DreamWorks Animation*  
Revolution – Evolution  
The Collaboration Forges On

### 2010

**The Bricklayer Lament** – by Nathan Bajandas *3D Animation Award at Animex International Festival of Animation and Computer Games*  
Modeling, shading and rendering

### 2009

**SIGGRAPH 2009 panel**  
*in collaboration with DreamWorks Animation*  
Bringing the Studio to Campus  
A Case Study in Successful Collaboration Between  
Academia and Industry

## Work Experience

### 2011

T.A. for the Viz Summer Industry course  
Texas A&M University – Dept of Visualization  
Professor Ann McNamara  
in collaboration with Walt Disney Animation  
Production assistance and technical assistance  
(pipeline, rendering and support) to the projects and  
students, support to visiting artists and professor  
McNamara

### 2009-2011

Graduate Assistant Non-teaching  
Texas A&M University  
Dept. of Education Psychology  
Doctor Susan Pedersen  
VelScience – NSF grant research project  
2D/3D Graphics and interface design  
Rigglefish: Engaging Middle and High School  
Children in Scientific Inquiry and Genetics

### 2010

T.A. for the Viz Summer Industry course  
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Professor Ann McNamara  
in collaboration with DreamWorks Animation  
Production assistance and technical assistance  
(pipeline, rendering and support) to the projects and  
students, support to visiting artists and professor  
McNamara

### 2006-2007

Internship at Sky TV – Milan, Italy  
Graphic designer, motion-graphics artist in the  
Entertainment Channels offices

### 2005

Internship at CondeNast – Milan, Italy  
Graphic designer, illustrator and assistant Art  
Director in the Special Projects offices of Vogue  
AccessoriItaly – Design, graphics and editing  
Vogue Time – Design, graphics and editing

### 2003-2011 (present)

Freelance media designer (print / web / interactive /  
motiongraphics) and illustrator.  
Giornata della Memoria Ident for La7 with art  
director Carlo De Agostini [2011]  
MatchMusic broadcast ID and design with art  
director Carlo De Agostini [2007]

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