

## Oscar Torres

### Summary of Qualifications:

- 4+ years' experience doing design and CAD work
- Proficient with multiple design software's including but not limited to: AutoCAD, Rhino, Java, keyshot, MAYA, etc.
- Previous 2D/3D design experience in multiple industries

### Additional Software Experience:

MAYA	PREMIER	RHINO
Blender	AFTER EFFECTS	KeyShot
Davinci Resolve 18	ToonboomAnimate	T-SPLINES
MotionBuilder	OpenToonz	JAVA
PHOTOSHOP	UNITY GAME ENGINE	C#
Z BRUSH	NEXTENGINE 3D SCANNER	AutoCAD
Substance 3D	Maximo	
Microstation	GIS	
MUDBOX	SPACE CLAIM	

### Professional Experience:

#### Lumos

##### **Autocad Designer**

**03/10/2025-10/17/2025**

- Responsible for processing any field notes, sketches, or designs from the field engineers, and
- Working on orders within their GIS based on them. From there, the construction crew is able to use these in the field.
- Responsible for bringing attention to any problem within the GIS system to the supervisor / manager on site.
- Collaborated with management to modernize the employee training process by suggesting the integration of video-based tutorials and guided walkthroughs, helping streamline standardized instruction.
- Using CadTel system in conjunction with AUTOCAD
- Will be migrating assets existing and new over to 3GIS
- Hybrid work environment

## **Pike Engineering**

### **Designer Technician**

**01/17/24-01/24/25**

- Developing technical skills to solve simpler problems with power distribution.
- Made site visits to determine point of power source and lighting demands for Residential and Businesses.
- Reconducting projects for customers with supervision and oversight from Engineers.
- Using various software packages, using Boud, Maximo and Poleforeman as well as leveraging Google Earth.
- Developing construction designs for Crew and creating directions on what poles need Pole Locates.
- Creating clear concise construction prints that detail which poles need Removals and Installs as well as using Argus and field crew to verify all field notes. Gathering all this data allows us to produce precise instructions for crews to get their job done as well.

## **KCI**

### **Lighting Technician**

**7/15/23-11/9/23**

- Met with customers to discuss lighting solutions based on their infrastructure and company standards and requirements.
- Made site visits to determine point of power source and lighting demands for Residential and Businesses.
- Duties included formulating a lighting plan that best suited client's needs within the guidelines of power distribution.
- Leveraged Maximo, MyWorld, and Argus to gather GIS and Electric points, and Microstation used a proprietary version of Microstation to design customer layouts for crews to use on sites.
- Communicated closely with customers and clients to best suit the job.
- Worked on maintaining schedules and customer expectation for each design.

**Lumina, Inc.****7/12/22-2/16/23****3D Senior Generalist**

- Used Autodesk Maya, Substance 3D painter, Cinema 4D, Photoshop, Zbrush, Davinci Resolve and more
- Spearhead most projects from start to finish to final delivery
- Creating 3D experiences for devices to run on Android and iPad
- Creating Storyboards, Animatics, 3D characters, UV Mapping, Texture Mapping, Rigging and Animation design
- Used scripts to get assets to run in a certain format to run on devices
- Created digital experience for viewers using a proprietary in-house technique for viewing Stereoscopic/ Anaglyph imagery
- Used similar techniques to create exciting engaging experiences using glasses free displays.
- Spear heading projects from its inception to final delivery for clients
- Created assets for Marketing, Advertising, and teaching methods
- Created front forward or vertical projection as its internal verbiage
- Compositing these visuals using AfterEffects or Davinci Resolve suites

**Freelance &Contract Projects****06/2016- 8/2022****VARX Media- 3D Design Artist**

- Used Autodesk Maya
- Created custom assets for animation, storyboard and produce animatics using Opentoonz traditional animation package
- Updated already established characters for Children's private school to teach various Subjects
- Create and designed characters from scratch
- Conceptualizing characters for 3D modeling Creating basic rigs for animation
- UV Mapping to prep for texturing
- Rendering and creating materials for renders to produce marketing material. Experience using Adobe Suite

**Bluedge- 3D Technician**

- Speak directly to clients and formulate a plan to have their designs 3D printed in house
- Using software like Magics RP to file fix, Rhino, Maya, some Onshape and solidworks
- Maintain 3d printing machines to work optimally
- Maintain inventory of 3D filament resin and tools
- Designed, manufacturing, and post-processed products for entire suite of clients including but not limited to Perkins and Will, and Gensler Architecture
- Operated and serviced high-end additive machines utilizing binder jetting (Projet 660), polyJet (Objet 30 Pro), stereolithography (Form 2), and fused deposition modelling (Stratasys F Series) technologies
- Worked with a creation lab that included 3D Printing, 3D Scanning, laser-cutting, and CAD modeling services

**DSG for Donnelly- *Augmented Reality Designer***

- Responsible for creating Augmented Reality experiences for clients
- Re-created experiences from scratch reverse engineering previous experience and updating drawings
- Some drawings were not available so new ones had to be made based off past branding
- Communicate with other designers and management to create models

**Cortez Cleaning Services- *3D Artist/ Augmented Reality Developer***

- Speak with client and create a marketing strategy for their pain points
- Create a wireframe of Augmented Reality experience and where they would like to go
- Create animation and assets using video and Unity as well as Vuforia Augmented Reality Engine software
- Enable this to be viewed on mobile devices with the Business card as the Call To Action

**Quad Graphics****03/2012 -1/2015*****3D Generalist AR Developer***

- Responsible for maintaining and updating already created Augmented Reality experiences
- Updating the assets with proprietary software as well as updating graphic UI assets using Unity GameEngine and Vuforia as well as other proprietary software
- Created custom experiences using 3D assets & animations for either 3D, 'Video On Page' & Links
- Converted manufacture 3D models to optimize texture mapping for use on mobile devices
- Created solutions for iOS & Android devices

**Education****Full Sail Real World Education****November 2006***Associate of Science in Computer Animation*