




# Francisco Trejos Vargas

## Concept Art & 3D Production

Check out my portfolio @  
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## Skills



Concept Art



Texturing



Modeling  
Animation



Sculpting  
Texturing



Rendering  
Animation

## Interests

Gaming, Anime & Manga, Western Animation, Movies, Comic Books, Cooking, Fitness, Travelling, Sustainability.

## Education

Veritas University, San José, Costa Rica

Feb. 2021

Licenciate (Honours Degree) in Digital Animation

- Studied from 2016 to 2020, and officially graduating in 2021, I constantly kept an average above 90/100 of our grading system.
- I had a role as a **Director** in **5** of the main group projects during my studies, including my thesis. While not exactly the role I was looking for, I've always had a clear sense of where I want to steer a project along with my producers, and how to manage and understand people and know how to work within the guidelines and requirements given by clients and sponsors.
- During my last study years, I also worked as a freelance artist, in order to better manage working hours and to push myself to have a constant flow of work.

## Work Experience

VIVO GAMING, San José, Costa Rica

Jun. 2022 — Present

Lead 3D Artist

- As the lead 3D artist, I now use my past experience as a director to manage all projects that involve 3D production in our company.
- From conceptualizing in pre-production, to modeling, texturing, lighting, animating, post-production, etc.. All aspects of 3D art have been handled in Unreal Engine during my leadership in VIVO GAMING's art department.

Freelance Artist, San José, Costa Rica

Mar. 2018 — 2022

- As a freelance artist, I had a chance to focus on my studies while still making money on the side and managing exact quotes based on total working hours.
- Worked on various paid commissions for concept art, drawing characters and scenarios for North-American & European clients.
- Worked as a storyboard artist for the animated series Cocoland, by Rocket Cartoons (now known as Relish).

POP, San José, Costa Rica

Mar. 2012 — Apr. 2014

Web & Front-End Development

- POP is a Seattle-based design agency that opened its doors in Costa Rica in 2011.
- As a developer, I worked alongside members of both offices in order to create online experiences for multiple high profile clients such as Microsoft, XBOX, Target, Nintendo, and Home Depot.
  - As a front-end developer, I led a team to successfully program an automated system to generate product pages for Home Depot.
- During my last years, I also worked on creating animated splash pages for Target, thus starting my interest in an animation career.

Southern Realm, San José, Costa Rica

Sep. 2009 — Mar. 2012

Web Design & Development

- Starting as a web designer, I was in charge of creating concepts of web pages for clients in Costa Rica as well as overseas.
- Moving forward I also specialized in the development of these sites, starting my background in programming, where I've learnt logical and problem-solving abilities that I still apply to my work nowadays.