ANDRÉS SOLA ARRÓNIZ

3D Environment Procedural Technical Artist

CONTACT

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▲ Andrés Sola

in Andrés Sola Arróniz

🌐 https://andressola.github.io/3DArtist/

ABOUT MI

Hi! My name is ANDRES SOLA ARRONIZ, and I am a 3D Environment Procedural Technical Artist.

I am a professional specialized in creating scalable and efficient environments through procedural techniques, bridging art and technology to solve creative challenges. My experience includes designing automated systems for environment generation, developing procedural materials using Copernicus (COPs), and optimizing workflows with tools like Houdini, Unreal Engine, and Python.

IDIOMS

Spanish -- Native

English -- B2

Basque -- B2

SKILLS

- Organized
- Puntual
- Creative
- Customer Service
- Attention span
- Resolutive

EDUCATION

✓ Compulsory Secondary Education.

✓ Social Sciences High School.

✓ Driver's license.

✓ Bachelor's Degree in 3D Animation and Visual Effects.

✓ Master's Degree in Technical Art in Houdini (IN PROGRESS).

WORK EXPERIENCE

📄 Company internships in
Dr. Platypus & Ms. Wombat Studio

📄 3D Environment/Prop Artist on **Praenaris Studio**

📄 3D Environment/Prop Artist on **Selene Games**

PROGRAMS

Program	Level		Program	Level
Houdini	■■□□□		Python	■□□□□
MAYA	■■■■■		Photoshop	■■■■■
Substance	■■■■■		AfterEffects	■■■■□
Zbrush	■■■■■		Indesign	■■□□□
Unreal 5	■■■□□		Premier	■■■■□
NUKE	■■□□□		DaVinci	■□□□□
Marmoset	■■■■□		Realflow	■■□□□
PFTrack	■■■□□		Materialize	■■■■□