



# DHARMA SANDOVAL

FRONT-END DEVELOPER | 3D DEVELOPMENT

## ABOUT ME

Front-End Developer and 3D Artist specialized in designing environments for video games, animation, platforms, and websites. Eager to contribute to innovative projects that support continuous growth and professional development.

## SKILLS

### HARD

#### Programming

- HTML, CSS, JavaScript – **Advanced (90%)**
- PHP, C++ – **Intermediate (75%)**
- Development of interactive interfaces and websites.

#### 3D Design

- Modeling, rigging, texturing, and optimization – **Advanced (85%)**
- Autodesk Maya – **Advanced (90%)**
- 3DS Max – **Intermediate (80%)**
- ZBrush – **Intermediate (80%)**
- Blender – **Advanced (85%)**

#### Game Development

- Unreal Engine – **Advanced (95%)**
- 3D asset integration – **Intermediate (80%)**
- Gameplay mechanics development with Blueprints and C++

### SOFT

- Creative thinking applied to design and concept development
- Strong writing and communication skills
- Technical and creative problem-solving
- Adaptability to new challenges and tools
- Attention to detail
- Proactivity

## EXPERIENCE

### TECHNICAL SUPPORT

Jan 2025 – May 2025 | FCFM UANL

- Provide technical assistance, troubleshoot hardware and software issues, and support users with systems and tools.
- **Tools:** Windows, Linux | **Role:** Support Technician

### 3D RIGGING – FEMALE CHARACTER

Jan 2025 – May 2025 | FCFM UANL

- Complete rig in Maya including FK/IK controls, facial rigging, blendshapes, and optimized skinning.
- **Tools:** Maya 2023 | **Role:** 3D Artist

## CONTACT

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Monterrey, Nuevo León

## EDUCATION

2018 – 2025

Facultad de Ciencias  
Físico - Matemáticas

Licenciatura en Multimedia y  
Animación Digital

Recent Graduate  
**(Degree certification in progress)**

## STRENGTHS

Creativity

3D Development

Programming

Design / Animation

Writing

## LANGUAGES

**Spanish** – Native

**English** – Advanced

**Korean** – Intermediate

## PORTAFOLIO

Explore my Portfolio

Click here:

**[Portfolio Dharma Sandoval](#)**

## WEB DEVELOPMENT: E-COMMERCE PLATFORM

Aug 2024 – Dec 2024 | FCFM UANL

- Developed a fully functional web platform for e-commerce featuring product management, shopping cart, wishlist, and user profiles.
- **Tools:** Visual Studio Code | **Role:** Front-end

## 3D ANIMATION: MUSICAL SHORT FILM

Aug 2024 – Dec 2024 | FCFM UANL

- Created a 3D animated short inspired by a musical number, including visual design, character animation, music synchronization, and final rendering.
- **Tools:** Blender 3.6 | **Role:** 3D Artist

## VIDEO GAME CREATION: "4 DOORS, 4 SEASONS"

Jan 2022 – Jun 2022 | FCFM UANL

- Independently developed a complete 3D video game, including level design, narrative, gameplay mechanics, and optimization.
- **Tools:** Unreal Engine 4.27 | **Role:** Lead Developer

## WORK EXPERIENCE

### AUXILIAR DE GARANTÍAS

Nov 2020 – Present | Toyota Monterrey Valle Oriente

- Classification and digitization of files, as well as control and logging of automotive parts and document destruction in monthly and annual cycles.
- **Tools:** Microsoft Office Suite, multifunction scanner, internal management system.

## REFERENCES

Raul Lopez Cavazos

**Full-Stack Developer**

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