



GERMÁN D'ANGELO

3D GAME ARTIST

Covilhã | Portugal

CONTACT

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SOFTWARES

- ZBrush
- Blender
- 3Ds Max
- Maya
- Substance Painter
- Photoshop
- Marvelous Designer
- Marmoset Toolbag
- Unreal Engine

LANGUAGES

SPANISH: Native Speaker

ENGLISH: Professional Working Proficiency



ABOUT

With 6 years of experience as a 3D Game Artist, I am passionate about creating high-quality assets and immersive experiences for video games. My expertise spans industry-standard tools including Zbrush, 3Ds Max, Substance Painter, Blender, Maya, and Unreal Engine. Beyond asset creation, I have actively contributed to the artistic vision of projects, collaborating closely with teams to define and maintain visual styles. I am a proactive problem-solver, eager to implement advanced techniques for asset optimization and integration, and I thrive in environments that encourage creative challenges and ownership. Additionally, I have provided support on the Epic Games Forum, where I am recognized as an Epic Games Partner.



WORK EXPERIENCE

3D MODELER

BAD RHINO STUDIOS
FULL TIME | REMOTE

2022 - Present

3D MODELER

MANUFACTORY GG
PART TIME | REMOTE

2022

3D CHARACTER ARTIST

NIMBLE GIANT ENTERTAINMENT
FULL TIME | ON-SITE

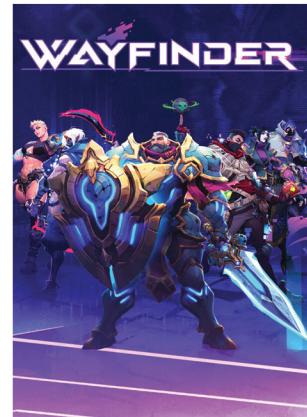
2018 - 2022



OUTSTANDING PROJECTS



3D CHARACTER ARTIST
NIMBLE GIANT ENTERTAINMENT



3D ARTIST
BAD RHINO STUDIOS



3D ARTIST
NIMBLE GIANT ENTERTAINMENT



3D ARTIST
BAD RHINO STUDIOS