EZEQUIEL MATHIEU

CONTACT

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SKILLS

Technical Skills:

3D Modeling

Blender (expert)

Maya (proficient)

ZBrush (proficient)

3ds Max (familiar)

Cinema 4D (familiar)

Texturing

Photoshop (expert)

Substance Painter (proficient)

Substance Designer (proficient)

Animation

Blender (proficient)

Maya (proficient)

Rendering

Blender (proficient)

Maya (proficient)

Programming

Python (proficient)

C# (proficient)

C++ (familiar)

Java (familiar)

Game Engines

Unity (proficient)

Unreal Engine (proficient)

LANGUAGES

- English (A2)
- Spanish (Native)

PROFILE

- I'm a student of the Video Game Development Technician program at the National Technological University (UTN) in Buenos Aires. As a freelance professional, I specialize in graphic design, 3D and 2D modeling, animation, and concept art.
- With a strong foundation in programming languages like Python, C#, C++, and Java, I also have hands-on experience with renowned game engines Unity and Unreal Engine.
- Currently, I'm part of an academic team developing a 2D video game, refining both my technical and creative skills.
- Passionate about game development, I'm eager to apply my skills to challenging projects. I'm confident that my academic and professional experience will enable me to make a positive contribution to your team.

- O también podrías considerar una versión más corta y concisa:
- "Game Development Student & Freelance Artist
- UTN Buenos Aires | Video Game Development Technician
- Specializing in:
- Graphic Design
- 3D/2D Modeling
- Animation
- Concept Art
- Programming languages: Python, C#, C++, Java
- Game engines: Unity, Unreal Engine
- Academic game development project: 2D game

WORK EXPERIENCE

∗∗Freelance 3D Artist∗∗   2022 - 2024 PRESENT

Technical Expertise in 3D Modeling and Animation

Our expertise includes:

- The creation of highly detailed and realistic 3D models utilizing industry-leading software (Blender, Maya, ZBrush, 3ds Max, Cinema 4D).
- The application of complex textures and materials using advanced tools (Photoshop, Substance Painter, Substance Designer).
- The animation of characters and objects in 3D space (Blender, Maya).
- The rendering of high-quality images for various applications (Blender, Maya).

EDUCATION

2024 - 2026
UTN BS DESARROLLO DE VIDEOJUEGO

2014 - 2020
IPEM 171