Ángel Vázquez Rodríguez

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Portfolio*: sanja_3dart.artstation.com*

Links: *linktr.ee/Sanja_3DArt*

Introduction

3D artist currently looking for job oportunities while I keep modeling and learning new techniques every day.

Work Experience

VR Technical Partner
Apr 2022 - Present. XperienciaVirtual
Showing the properties and functions of VR technology.

3D Generalist
Dec 2020 - Jul 2021. IMC Toys (Internship).
Creating 3D characters for a mobile game; Texturing, Rigging, Creating VFX (Particles, Shaders), Level design.

Published Games

"Delivery Boy"
Ludum Dare 53 (Game Jam) - 2023. *(Link)*
Character Artist, Texturing, Asset Artist.

*"****Domotichaos"***
Ludum Dare 50 (Game Jam) - 2022. (*Link*)
Character Artist, Texturing, Asset Artist. (72nd position out of 2902 entries!)

"Hold me, Lulu"
Blacklist Gang - 2021. *(Link)*
Producer, Programing, Texturing, Enviroment Design.

"Yaku: The Rose"
Blacklist Gang - 2020. (*Link*)
Producer, Programing, Art director.

Studies

Certificate of Higher Education (Associate Degree) in 3D Animation, Games and Interactive Environments
Sep 2019 - Jun 2021. ENTI-UB, Barcelona.

Certificate in Advanced English (CAE)
2019. Cambridge Assessment English.

Software Experience

Modeling
- Blender
- Maya
- 3DS Max

Other software
- Substance Painter
- Adobe Photoshop
- Substance Designer
- Marmoset Toolbag
- Adobe Illustrator
- Aseprite
- Adobe Premiere
- Houdini
- Marvelous Designer

Game Engines
- Unity 3D
- Unreal Engine 4
- Unreal Engine 5

Programming
- C#
- HLSL

Soft Skills
- Active learner
- Team Leader
- Critical Thinking
- Decision Making
- Complex problem solver