



Venecia Alejandra Paz Velarde

3D Artist / Game Modeler

Zapopan, Jalisco

Contact



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Education

UNIVERSITY OF ADVANCED
TECHNOLOGIES

BACHELOR OF DESIGN AND ART FOR
VIDEOGAMES

Hard Skills



Aseprite



3ds Max



Photoshop



ZBrush



Clip Studio



Substance Painter

Soft Skills

Leadership

Problem solver

Adaptable

Focused on details

Effective communication

Interests

Videogames

Cinematography

Architecture

Marketing

About me - Objective

I am a 3D / 2D artist mainly focused on creating video game assets and hand-painted textures.

I like to learn and challenge myself with new and harder objectives to achieve better results in my projects.

My goal is to enter the indie industry in the area of 3D character modeling and in the long term be able to develop a project that captivates users by generating new visual experiences.

Professional Experience

- Streaming Production: Technical and creative assistance at live events.

March 2022 - October 2023

- Asset and Character Creation: Graphic design for GameJams and character development.

May 2022- April 2024

- Teaching in Drawing and 3D Modeling: Impartation of basic 3D modeling and drawing courses.

March 2022 - August 2024

- Video Game Development: UI Management, Character and Object Design for Independent Games.

March 2021- Present