

Oscar Ponce

3D Environment Artist

Oscarponce.weebly.com

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I am pursuing a position on a team of like-minded, passionate individuals that will create visually-impressive and fun games. I am comfortable with constructive critique and will push outside my comfort zone to learn new techniques in order to advance my skills.

► SKILLS

• **Environment & Assets Production:** Modeling, Sculpting, Texturing

Excellent knowledge:
Maya, Photoshop, Zbrush, Quixel 2.0, DDO, Pixplant, X-Normal

• **Specialty:** Texturing (includes hand-painted textures), Hard Surface Modeling, High Poly Modeling

• **Game Engines:** CryEngine 3, UDK, UE4, Avalanche proprietary engine IN3, Unity 4 & 5

Good knowledge:
Marmoset Toolbag, Google Drive Docs, V-Ray, Illustrator, TortoiseSVN, Perforce, Agile & Scrum Methods

► PROFESSIONAL EXPERIENCE

Game Designer

Sony Santa Monica Los Angeles, CA
God of War

2016-current

Freelance 3D Artist

F84 Studios North Hollywood, CA
The Jungle Book: Mowgli's Run
Various unannounced projects

2015-2016

3D Artist

Digital Domain 3.0 Playa Vista, CA
Dubai South Villages Commercial

2015

3D Artist

Heavy Iron Culver City, CA
Disney Infinity Toy Box 3.0 iOS/Android

2015

Environment Artist

Big Red Button Entertainment
Sonic Boom

2011-2015

► EDUCATION

Art Institute of California- Inland Empire
Bachelor of Science: Game Art & Design

2011