



Student about to graduate with an Animation and Digital Arts degree. The past couple of years I've specialized on 3D and videogames. Last year I had the chance to take an intensive on VFX and Digital Composition in Barcelona. I am currently working on my abilities and I look forward to keep expanding my areas of knowledge.

ELIANE AXELLE HERNANDEZ

22 Y/O

EDUCATION

2018 - PRESENT

Animation and Digital Art Degree

Tecnológico de
Monterrey

2022 - 2023

VFX y Digital Composition

La Salle Ramón
Llull, Campus
Barcelona

2023

FrontEnd - Tecnologías Pro

BecaTecnologías
-Santander,
Fundación Televisa
y Microsoft

WORK EXPERIENCE

JULY 2022 - AUGUST 2022

Internship Artista 3D - Critical Hit

- High and Low poly modelling for videogames and VR
- Design and Application of PBR textures
- Environment lighting

MARCH 2021 - JULY 2022

3D Generalist and Technical Artist - FUSE / People & Technology

- Hardsurface and environmental modelling
- Lowpoly modelling and animation for videogames
- Environmental lighting for games
- Asset integration to Unreal Engine and Unity

AUGUST 2021 - DECEMBER 2021

FrontEnd Web Developer - CVA Tecnológico de Monterrey

- Web page coding por online courses for the Centro Virtual de Aprendizaje
- UI design
- Video and Image Editing

JANUARY 2020 - DECEMBER 2020

Social Responsibility - Animation and Digital Art Student Society SALAD

- General Direction of Enseñarte social service
- Coordination of students, benefactors and school authorities.
- Creation of content and course design.

FEBRUARY 2020 - FEBRUARY 2021

Audiovisual Content Intern - Tecnológico de Monterrey

- Content creator, Image and Video editing.
- Document translation
- Interviewing and engaging with local and foreign teachers and collaborators.

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Monterrey, MX



✉ Axelle Ho



MAYA • BLENDER • NUKE
HOUDINI • ADOBE • ARNOLD
VRAY • UNITY • UNREAL ENGINE
SUBSTANCE DESIGNER • PAINTER
ZBRUSH • HTML • CSS • C# • VEX

- Character Modeling
- Retopology
- Rigging
- FrontEnd
- Lighting
- VFX
- Particle Systems
- Look Development
- High and Lowpoly Modelling
- 3D Animation
- Texture Design
- Shader Development
- Render
- Web Design
- Coding for videogames

- Español - Nativo
- Inglés - IELTS, TOEFL 663
- Francés - B1
- Alemán - ÖSD A2
- Coreano - A1