

## Contact

[www.linkedin.com/in/mauriciosotolongo](https://www.linkedin.com/in/mauriciosotolongo) (LinkedIn)

## Top Skills

World Building  
3D Modeling  
Texturing

## Languages

English  
Spanish

## Honors-Awards

Unreal Engine GDC Student Reel  
Best of Ringling President's Award  
Best of Ringling  
RCAD Booth at GDC  
Ringling Scholarship/Goldstein  
Emerging Scholarship

## Publications

Windrazor: First Take on Virtual Reality Games  
How Naughty Dog Created the Immersive World of The Last of Us Part II

# Mauricio Sotolongo

Senior Environment Artist at Meta  
Miami, Florida, United States

## Summary

Experienced Senior Environment Artist with a demonstrated history of working in the game development industry, as well as feature film, and arch-viz. High level of creativity and independence with strong foundational arts skills, and understanding of composition, form, color, lighting, film language, cameras, and VFX.

---

## Experience

### Meta

Senior Environment Artist  
July 2022 - Present (10 months)  
Miami, Florida, United States

### Mountaintop Studios

Environment Artist  
April 2021 - June 2022 (1 year 3 months)  
Los Angeles, California, United States

### Naughty Dog

Environment Artist  
June 2019 - April 2021 (1 year 11 months)  
Santa Monica, California

### Buddha Jones

3D Artist  
September 2020 - November 2020 (3 months)

### Bioware

3D Environment Artist  
July 2018 - May 2019 (11 months)  
Austin, Texas

### NeotradeVR

3D Generalist

June 2016 - August 2016 (3 months)  
Miami, Florida, United States

---

## Education

Ringling College of Art and Design  
Game and Interactive Media Design · (2014 - 2018)

Miami Dade College  
Associate's Degree, Graphic Design · (2011 - 2014)