

## Contact

[www.linkedin.com/in/lyopez](http://www.linkedin.com/in/lyopez)  
(LinkedIn)  
[yeluis.artstation.com](http://yeluis.artstation.com) (Portfolio)

## Top Skills

Autodesk Maya  
Maya  
Zbrush

## Languages

Spanish (Native or Bilingual)  
English (Full Professional)

## Certifications

Management Bootcamp  
Level Design  
Zbrush 4R7

# Luis Yepez

Designer & Artist  
Greater Seattle Area

## Summary

3D ENVIRONMENT ARTIST / LEVEL DESIGN / WORLD BUILDING.

I am a passionate game developer with the heart of an artist and the mind of a designer. My goal is to contribute to unique polished interactive experiences that create total immersion for the players.

### Technical Skills:

Modeling: Environment, Prop, Vehicle, Organic, Hard Surface, Level Design

### Software:

Maya and 3ds Max, Adobe Photoshop & Illustrator, Quixel Suite, Substance Designer / Painter, UE3, UE4, Crytek, Hammer, Zbrush, Mudbox

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## Experience

### Meta

#### Art Lead

December 2022 - Present (5 months)

### Facebook

#### 3D Artist

October 2021 - December 2022 (1 year 3 months)

Bellevue, Washington, United States

### Undead Labs

5 years 1 month

#### World Design Lead

October 2018 - October 2021 (3 years 1 month)

Seattle, Washington

State of Decay 3 World and Level Design Lead

Senior World Builder

October 2016 - October 2021 (5 years 1 month)

Seattle, Washington

## Hidden Path Entertainment

1 year 3 months

### Lead 3D Artist

January 2016 - October 2016 (10 months)

Greater Seattle Area

### Senior Artist

August 2015 - January 2016 (6 months)

\*Retrofit art to run at 90fps while sprucing detail up for VR camera benefits.

\*UX/UI exploration with team for modifying PC centric UI/UX into a streamlined VR experience.

\*Generated new content for VR platform

## 5TH Cell Media

5 years 5 months

### Principal Artist

August 2014 - July 2015 (1 year)

Bellevue

### Senior Environment Artist

March 2010 - July 2014 (4 years 5 months)

Bellevue

## SOE

4 years

### Artist II SUB Lead

May 2006 - May 2010 (4 years 1 month)

Bellevue

### Environment Artist

2006 - May 2010 (4 years)

Bellevue

## The Art Institute of Seattle

### Instructor

June 2007 - December 2008 (1 year 7 months)

## Catalyst FX

FX Artist and Animator  
2005 - 2005 (less than a year)

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## Education

Art Institute of Phoenix  
Bachelor of Arts (B.A.), Game and Interactive Media Design · (2002 - 2005)

Uartsy  
Zbrush 4r7 certification, Design and Applied Arts · (2015 - 2015)