



GABRIEL CORDERO

3D Artist

gabjcz@gmail.com

Skills

High and Low Poly Modeling
Texturing and Lighting
Modular Character Creation
Developing 3D Character Pipelines
Character Concept Art

Software

Maya, Zbrush, Substance Painter, Photoshop, Procreate.

Experience

April 2020 - April 2024

3D Artist

SRG Studios PR

3D Asset production and Character Pipelines for various projects and prototypes, including **Cosmic Isles** and **Champion Shift**. Also worked on projects and prototypes alongside Lion Studios, including **Ancient Battle** and **Merge Life**.

May 2017 - July 2019

3D Artist

SRG Studios PR

3D Asset production for various projects and prototypes, including **Wargate: Heroes** and **JAWS.io**.

December 2013 - May 2017

3D Character Artist

Space Rhino Games

3D Character production and minor concept art work for **Breach TD**.

May 2012 - August 2012

Texturing Artist

Work in Motion Studios

3D Character textures and minor motion graphics work in animation shorts made for First Bank.

Education

Bachelor of Science - Art and Design of Video Games

Atlantic University College
2009-2013