

SKILLS

High and Lowpoly Modeling
Sculpting
Texturing and Lighting
Character Concept Art

SOFTWARE

Zbrush
Maya
Substance Painter
Photoshop

SOFT SKILLS

Problem Solving
Adaptability
Critical Thinking
Attention to Detail
Creativity

Teamwork
Communication
Conflict Resolution
Fluent in English
and Spanish

EXPERIENCE

SRG Studios PR, San Juan Puerto Rico — *3D Artist*

APRIL 2020 - APRIL 2024

- Worked along with our Technical Designer to create a character pipeline for **Cosmic Isles**, designing modular character assets that shared a single tintable texture sheet. This allowed for a high degree of customization with a very small footprint.
- Modeled and Textured all playable characters for **Champion Shift** and reworked their respective vehicles using provided external assets. Reworked various external character assets to better fit the game as well.
- Modeled and Textured character and stage assets alongside **Lion Studios** for **Ancient Battle** and helped team members achieve more consistent texture quality and aesthetic by creating templates and smart materials for use in Substance Painter.
- Worked along with Lead Concept Artist in **Merge Life** to create the concepts for the different stages of life for the characters as well as their 3D models and textures.

SRG Studios PR, San Juan Puerto Rico — *3D Artist*

MAY 2017 - JULY 2019

- Realized look dev for shark characters and environment; Also modeled and textured all shark characters for **JAWS.io** and some stage assets, props and vehicles.
- Modeled and textured some of the playable character models, enemies, and props for **Wargate: Heroes**; Also did some design work for the different magical attacks used in the game.
- Realized lookdev and asset production for various prototypes.

Space Rhino Games, San Juan Puerto Rico — *3D Artist*

DECEMBER 2013 - MAY 2017

- Participated in early concepting and look dev for **Breach TD**; Also modeled and textured some of the playable character models and props.
- Realized lookdev, some concept art as well as asset production for **Nightmare Blitz** and other projects and prototypes.

EDUCATION

Atlantic University College, Guaynabo Puerto Rico — *Bachelor of Science - Art & Design of Video Games*

2009 - 2013

Learned the basics from different aspects of game design, including: basic programming using C++, concept art, 3D modeling, texturing and lighting, rigging and animation, basic facial rigging and sound design. Interned as a texture artist in **Work in Motion Studios**, where I textured all the characters and some props for an in store commercial for **First Bank**.