

MIRIAM BLANCO

3D Artist

3D Artist, diligent and hard worker.
Hungry for knowledge, thoughtful, curious and sometimes perfectionist.
Lot of energy to contribute and a big desire to acquire new knowledge.
My biggest strengths are teamwork and creativity.
My passions are 3D and video games.



SKILLS

Modeling	Texturing
Retopology	Lighting
UV Mapping	Rigging
Baking	Basic Animations



SOFTWARE

Blender	3ds Max
Maya	Photoshop
ZBrush	Unity
Marmoset	Unreal
Substance Painter	Substance Designer



LANGUAGES

SPANISH	Native
ENGLISH	Fluent First Certificate (Cambridge) December 2017
JAPANESE	Conversational JLPT N5 (Certificate) December 2018



CONTACT ME

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EDUCATION

August 2016	MASTER OF 3D AND VIDEOGAMES Trazos School, Madrid, Spain.
August 2016	AUTODESK CERTIFICATE IN 3DS MAX Trazos School, Madrid, Spain.
March 2016	AUTODESK CERTIFICATE IN MAYA Trazos School, Madrid, Spain.
June 2015	DEGREE OF AUDIOVISUAL COMMUNICATION Rey Juan Carlos University, Madrid, Spain.
June 2015	DEGREE OF ADMINISTRATION AND BUSINESS MANAGEMENT Rey Juan Carlos University, Madrid, Spain.



EXPERIENCE

July 2022 - Present	3D ENVIRONMENT ARTIST G.IA Project, Andorra Working remotely as a freelancer on a video game will be launched soon on kickstarter. (https://www.kickstarter.com/projects/kikusmagic-hat/kikus-magic-hat?ref=discovery) Modeling and texturizing houses, foliage and a lot of assets, among other things, ready for use in Unreal.
February 2019 - July 2022	3D DESIGNER Outcome Inc. , Tokyo, Japan Designing 3D medical pieces and animations for a Japanese medical institution.
May 2018 - February 2019	FULL-TIME JAPANESE STUDENT Akamonkai & Coto Academy Moved to Japan with the purposes of learning the Japanese language and finding a job in Japan.
October 2016 - October 2017	JUNIOR 3D ARTIST Gran Angular, Madrid, Spain Member of the team in charge of the realization of the 3D documentary "Submerged Universes" and "Steel Giants". Performed 3D modeling, texturing, illumination and render with Mental and V-Ray. Texturing with Substance Painter and Photoshop. 3D modeling with Maya, 3DS Max and ZBrush.