

Marina Ruiz Pajares



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fresi.artstation.com

PROFILE

Passionate about video games, having played multiple genres since childhood, motivated and ambitious aspiring game developer with design experience. Ambitious person learning new skills by creating personal projects and studying about other industries. Eager to apply creativity and skills in a professional setting, learn from top industry professionals, and contribute to Ubisoft projects.

WORK EXPERIENCE

Intern Artist 3D

Playable Dreams Studio

09/2022 - 02/2023

- Design in Blender.
 - Environment and prop creation in VR.
 - Texturing.
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EDUCATION

Cev Barcelona

CFGS in 3D Animations, Games and Interactive Environments

06/2022

Videogame development in Unity.
Textures and postprocessing.
3D in Zbrush, 3Ds Max and Maya.
Game and level design.

La Salle

CFGS in Multiplatform Application Development

06/2020

Web programming.
Programming in c#.
Creation of models 3D in 3ds Max and Maya.
Videogame creation in Unity.

SKILLS

Game Engines - Unity, Unreal Engine

3D Modeling & Animation - Blender, Maya, Zbrush

Game Design & UX Principles

Programming Languages - C#, Html

Creativity

LANGUAGE

Spanish - Native

Catalan - Native

English - B2

Korean - A1