




ESTEFANIA DE LA VEGA

3D DEVELOPER

PROFILE

Highly motivated and organized 3D developer. I have a strong and balanced skills both in the technical and creative areas of the 3D modeling. Leading teams into creating innovative and immersive digital worlds is my passion.

CONTACT

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SKILLS

3D Modeling | 3D Texturing
3D Animation | Real Time Render
Retopology | Optimization

SOFTWARE

Maya	5 Years
Unity	4 Years
Substance Painter	4 Years
Photoshop	5 Years
After Effects	5 Years
Zbrush	1 Year

EXPERIENCE

- Thermofisher Scientific , 3D Developer III**
OCT 2018 - CURRENT
3D Modeling and Optimization of environments for VR/AR and Web Applications for the life sciences sector
- Aeria Canada, 3D Generalist**
MAY 2018 - JAN 2018
Modeling of props and environments for voxel style mobile games. 3D Animation for game promotional videos.
- CONAFOR, Lead Animator**
JAN 2017 - MAR 2018
Animation of informative videos about the forestry sector. Web content creator

EDUCATION

- ITESM Campus Guadalajara**
JAN 2011 - DEC 2016
Bachelor in Digital arts and Animation
- UCAM Coco School**
OCT 2015 - JUL 2016
Master Diploma in Modeling and Bodymechanics for Videogames

HOBBIES

Travel | Gaming | Fashion | Working out | Movies