KENDRA MUÑOZ ARNAU

GAME DEVELOPER

📍 Castellón, Valencia, Spain.

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🅰 artstation.com/moonxwisher

SKILLS

- Programming
- 3D art knowledge(basics in modeling, texturing, rendering...)
- Worked with: 3DS Max, Zbrush, Mudbox, Blender, Substance Painter
- Basics in 2D art: Worked with Adobe photoshop, Adobe Illustrator
- Knowledge of the videogame development pipeline
- Jira, Trello, Github

PROGRAMMING LANGUAGES

- Python
- C, C++, C#
- HTML, CSS, Javascript
- SQL, Spark, Scala
- HLSL

APTITUDES

- Flexibility.
- Communication.
- Organization.
- Teamwork.
- Problem resolution.
- Proactive

PROFILE

Graduated in Video Game Design and Development at Universitat Jaume I.
Interested in programming and technical art.

EDUCATION

Videogame design and development

Sept 2018 - Present

- Advanced knowledge in programming, intermediate knowledge in 2D, 3D art and videogame design.
- I have worked with: 3D Max, Blender, Android Studio, Unity3D, Photoshop, Illustrator, Mudbox
- View of the entire video game creation pipeline.

SOFTWARE

- UNITY3D, Unreal Engine 4
- Blender, Maya, 3Ds Max, ZBrush, Mudbox
- Adobe Photoshop, Illustrator, Premiere pro.
- Substance Painter and Designer
- Informatica Power Center, OBIEE.

CAREER

AI Engineer | Capgemini

Nov 2021 - Present

- Working as a programmer for various projects, mostly using Scala and SQL.

Video Editing | Freelancer

Oct 2021 - Feb 2022

- Worked as a Video editor freelancer using Adobe Premiere Pro.

3D artist | MindTrips (Internship)

March 2021 - May 2021

- Worked as 3D artist for a Unity3D project using Blender, Substance Painter, photoshop.