

Sasha Moreno

Senior 3D Designer

sasha.moreno@email.com

Professional Summary

Senior 3D Designer with over 10 years of experience leading 3D art direction for immersive environments, games, and interactive platforms. Expert in real-time rendering, photorealistic modeling, and AR/VR asset pipelines.

Skills

3D Art Direction, Real-Time Rendering, Blender, Maya, Unity, Unreal Engine, Advanced Texturing, PBR Workflows, Rigging & Animation, Scene Optimization, Material Authoring (Substance)

Experience

Senior 3D Designer - XRForge Interactive (2018 - Present)

- Directed 3D asset pipeline for AAA AR/VR games and enterprise training tools.
- Delivered high-fidelity models and lighting setups optimized for real-time performance.
- Mentored junior artists and established visual style guides.

3D Lead - FrameWorks Studio (2013 - 2018)

- Created detailed 3D environments and props for cinematic VR experiences.
- Led cross-functional reviews and implemented best practices for Unity assets.

Education

M.F.A. in Digital Arts, Academy of Art University, 2012