Carmen Alvarez

Junior 3D Designer

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Professional Summary

Junior 3D Designer with 2 years of experience creating 3D assets, visualizations, and animation for games and AR/VR environments. Proficient in Blender and Unity with a strong foundation in modeling and texturing.

Skills

Blender, Maya (Basic), Unity 3D, 3D Modeling, UV Mapping, Texturing, Rigging (Basic), PBR Materials, AR/VR Ready Assets, Substance Painter

Experience

3D Artist - VertexVisual Studio (2023 - Present)

- Modeled low-poly and high-poly assets for game environments.

- Created texture maps and baked lighting using Blender and Substance.

- Exported optimized models for Unity game engine.

3D Design Intern - ImmersiLab (2022 - 2023)

- Built interactive 3D prototypes and animated simple object transitions.

- Assisted in Unity scene assembly for AR demos.

Education

B.F.A. in 3D Animation and Visual Effects, Savannah College of Art and Design, 2022