

Daniel Arias Perandrés

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Game Environment Artist

Expert videogame developer with almost 5 years of knowledge in Unreal Engine and Unity, programming in Blueprints and C#. Expert environment artist focused on realistic scifi projects. Full knowledge in Blender, Zbrush, Substance Painter, Illustrator, Clip Studio, Photoshop... I created a science fiction book with many modern cultural influences and published it on Amazon.

PROFESSIONAL EXPERIENCE

Environment artist | 2024-Present

Independent professional

- I mastered procedural environment creation software within Unreal Engine, which allowed me to generate complex terrain and realistic vegetation efficiently.
- Learned how to compose landscapes that were not only visually appealing, but also contributed to the narrative of the game.
- Mastered how to create assets for both indoor and outdoor modular environments, as well as how to professionally implement detailed texturing.

Freelance | 2023-2024

Fiverr

- Developed the ability to adapt quickly to different artistic styles and technical requirements, thanks to projects that ranged from cartoon to futuristic.
- Learned to manage my time efficiently, work independently, and meet deadlines.
- I acquired knowledge in optimization techniques to ensure that my assets would adapt to the limitations of different platforms.

3D Character artist | 2022

Mindiff Technology

- Learned to work in a team and to receive constructive feedback, improving production speed by 20%
- Saw by firsthand about working in a development company and the deadlines.
- Developed advanced texturing and rendering skills, which I now apply for every work.

Artist, programmer and team leader | 2020-2025

Global Game Jam

- Create environments for 3D and 2D video games with high narrative and artistic impact.
- I helped develop about 5 different games over the years.
- Improved project production efficiency by more than 50% thanks to good organization and preparation.

SKILLS & COMPETENCIES

- 3D modeling and texturing
- Environment art asset creation
- Photogrammetry
- Procedural generation
- Art asset optimization
- Game engine proficiency (Unreal Engine and Unity)
- Collaboration and teamwork
- Attention to detail
- Art style consistency
- Documentation and organization
- Playtesting and feedback
- Time management and efficiency
- Adaptability to new technologies and techniques
- Strong communication skills
- Creative problem-solving

CERTIFICATES

Unreal Engine professional certificate | 2025

Epic Games

Videogames expert developer | 2022

EVAD

EDUCATION

EVAD | 2022

Technical expert in videogames development

- Best TFG
- Recognition for best progress