

Work Experience

Game Artist Freelancer :: (March 2019 - Current)

- Creation of 3D assets according to project requirements.
- 3D Sculpting, UV mapping, Topology optimization, Texturing and Animation.

3D Artist :: IGG Canada (December 2017 – October 2018)

- 3D Environment creation using custom and existing assets.
- Minor asset optimizations according to project requirements.
- Camera setup, scene animations and rendering.
- Designing video ideas for advertising.

3D Artist / 2D Tech Animator :: IUGO Mobile Entertainment (August 2014 – December 2017)

- Create, modify and optimize 3D assets.
- Preprocessing art sprites and implementing them in game editor.
- Animating 2D characters around a pipeline.
- Improving and bug fixing for existing animations.

Level Design Teacher's Assistant :: Vancouver Film School (July 2012 – April 2013)

- Collaborated with main instructor in the visual aspects of the design.
- Teach about the visual approach to a level and how to improve the documentation with graphic design principles.
- Troubleshoot and supporting students.

Graphic Designer :: PIMMEYS -formerly IMMEIS- (Mar 2002 - Dec 2010)

- Designed web sites and graphics for presentations.
- Designed logos and printed media for brochures
- Documented photographically the process of the numerous projects for the archive.
- Assisting HR by creating badges for the staff and improving the process of scheduling.

Projects

IGG :: Advertising for Lords Mobile, Conquerors: Clash of Crowns, and others unnamed projects.

IUGO :: Shadow of War Mobile, Knights and Dragons, Walking Dead - Road to Survival, among others.

Personal :: Questria Rise of the Robot Skullfaces, Terminus Station, and Hextraction (unreleased).

Skills

Photoshop ●●●●●●
Illustrator ●●●●●●
Maya ●●●●●●
Unity Engine ●●●●●●

UDK / Unreal
Zbrush
Substance Suite
Krita

Blender ●●●●●●
Version Control / SVN ●●●●●●
Video Editing ●●●●●●