

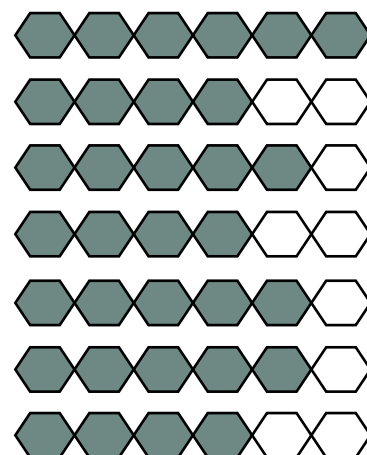
SKILLS

Game development
Digital artist

Main Tools

Maya
Blender
Substance painter
Substance desinger
Unity
Unreal Engine 4
Zbrush

Proficiency



Other tools

Audacity Protools
Photoshop Illustrator
Premier AfterEffects Krita Office
Quixel Mixer

Personal projects

2017-2018

soported the Video Game Design career, develop events for the students, desing one esperince in parque España with other students to people participate in this experience.

2018-2019

I actually work in a 3d model where a name of a project is BAZTARA where is a place when inspiration in a baroque architecture and a little pieces of hospital.

Also this project is interactible where the person can explore the place.

LABOR

2018-2019

General assistant in RUTAS CONSENTIDOS SA.CV.

In this company i play of diferents situations for example i elaborate the promotional video of the company, i participate in the first part of the development a one serious game especially in the part of the gameconcept.