



3D Environment Artist
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Los Angeles based 3D Environment Artist experienced in bringing concepts to life in a games studio pipeline. Optimistic, communicative, prompt, and meticulous. Freshly graduated from Gnomon School of Visual Effects and eager to work with an awesome team on high concept, atmospheric, contemporary projects.

Experience

Educator at Los Angeles Unified School District & Elk Grove Unified School District

- Taught Special-Ed, Pre-K through 1st grade in-person and online during the pandemic.
- Employed teaching and leadership skills to ensure learners met goals to attain educational, life, and behavior management skills.
- Gratified invested parties in relation to students' growth (parents, principals, therapists etc.)
- Handled and created sensitive detailed documentation.
- 2019-2021, 2024-current

Software

Autodesk Maya	Adobe Suite
Unreal Engine 4 & 5	SpeedTree
Zbrush	Vray
Substance Painter	XGen
Substance Designer	Yeti
Marmoset Toolbag	Mari
Marvelous Designer	Houdini
Gaea	

Education

Gnomon School of Visual Effects
Graduated: Digital Production Certificate Program - Modeling & Texturing
2021 - 2023

San Francisco State University
Graduated: BA with Emphasis in Drawing and Painting
2011-2016

Most Proud of

- Completed the Los Angeles Marathon (26.2 mi)
- My students' growth and success overseen by my teaching, and seeing them accomplish challenging milestones.

Skills

Technical

Modeling & Sculpting

Proficient in modeling and sculpting high quality hard surface and organic games assets with clean UVing and topology.

Texturing

Trained in real-time texturing workflows and treating surfaces as opportunities for storytelling.

Lighting

Creating atmospheric and immersive experiences through efficient lighting, and guiding player gameplay experience through lighting composition.

Creating Scalable Projects

Ensuring all assets and environment pieces are modular in nature to ensure long term use in case of updates.

Additional

Technical Skills

Experience in simple animation, rigging, compositing, houdini.

Soft

Interpersonal Communication

Strong foundation across disciplines that allows for communication between departments.

Strong Observation

Keen eye for subtleties and the big picture, which drives the asset creation process and how assets fit in the worlds they build.

Embraces Critique

Always open to learning from a fresh set of eyes to improve and build engaging environments.

Agile

Able to pivot if needed and learn new skills as necessary for appointed tasks.

Optimistic

Stays positive to keep a level head and uphold morale, especially in high stress situations.

Prompt

Deadline driven and direct to ensure timely completion of projects.

Languages:

English (Native)
Spanish (Native)