

# Anthony Trujillo

## 3D ENVIRONMENT ARTIST

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### OBJECTIVE

To apply my talent and work ethic in producing high quality art.

### SKILLS

- 3ds Max/Maya
- Substance Painter/Designer
- Zbrush
- Photoshop
- Unreal Engine 4
- 3d Coat
- Unity

### EXPERIENCE

WhiteMoon Dreams, Inc.  
September 2015 - Present  
*Environment Artist-*  
StarBlood Arena- PSVR

Wayforward Technologies  
July 2012 - August 2015  
*Environment Artist-*  
Shantae: Half-Genie Hero- Ps4/Xbox One/PC  
Til Morning's Light - IOS  
Ducktales Remastered - Ps3/PC/360/WiiU  
Build-a-Bear : Bear Valley - IOS

TicTok Games  
July 2013  
*FreeLance Environment Artist-*  
Unannounced iOS title

Wayforward Technologies  
October 2010 - August 2011  
*Environment Artist*  
Silent Hill : Book of Memories - PS Vita  
Centipede Infestation - 3ds  
Happy Feet 2 - 3ds

Neverdie Studios  
January 2009 - September 2010  
*Lead Environment Artist, Rocktropa*

### EDUCATION

The Art Institute of California - Los Angeles  
Bachelors of Science in Game Art and Design, June 2009