

Luis Valle

Bilingual game artist, all models are in English

20 Arlington Street Leominster, MA 01453 ◊ (978) 400-8460 ◊ valle.luis80@gmail.com ◊ <https://www.luisvalle.net/>

Profile

3D artist, keen on thoroughness and efficiency. Social, friendly, and active in the game development community. Dependable, punctual, and eager to do whatever is needed to assist the team reach its deadlines and goals. Has an adaptable 3D modeling workflow that can be adjusted for the task at hand.

Software

Substance Suite	3DS Max
Photoshop	Maya
Quixel	zBrush
Unreal	Unity

Education

Fitchburg State University, Fitchburg, MA

2013 - 2017

Bachelor of Science - Video Game Design and Development, Minor in Foreign Language

Member of the FSU Game Design Student Association

Employment

3D Artist

Wayfair, Boston MA, 2018 - Present

- Helped train new hires and assist them in ramping up to full production
- Increased throughput of wicker models by helping develop reusable wicker displacement maps
- Decreased rounds of re work for our modelers by making photorealistic, reusable materials
- Performed model fixes ranging from topology adjustments to full re models
- Took on the role of Project Manager and supported sprint planning each week.

3D Artist

Trakus, Wakefield, MA 2017 - 2019

- Sole artist responsible for fixing track models, UI/UX design and icon animation.
- Re made UI elements for their new app
- Made the RaceOptiks logo for their new app
- Re made all their icons using a modular .PSD. Allowed for nearly 100 icons to be produced in a short amount of time

3D Artist

Beyond Skyrim 2017 - 2019

- Tasked with creating the House Hlaalu interior and exterior tileset
- Worked in a modular workflow to decrease modeling time and increase reusability

QA Tester - Two month internship

The Station - https://store.steampowered.com/app/565120/The_Station/ 2017 - 2017

- Used Jira to neatly document bugs. Included replication steps and other information allowing engineers to quickly patch the issues