

Eduardo Robert

3D Artist

106 Garret Court Stephenson, VA 22656
(571) 288 1633 - www.eduardorobert.me

EXPERIENCE

Time for Art Studio, LLC – 3D Artist Intern

January 2020 – PRESENT, Fairfax VA

- Created Game-ready assets quickly and within the triangle budget.
- Worked diligently with fellow interns to implement assets.
- learned new skills and techniques to assist me in completing assignments tasked to me.

PROJECTS

Project Command – 3D Artist, Team Lead

January 2020 – PRESENT, Fairfax VA

- Created most 3D assets for the game
- Organized project, setting project deadlines and goals

StarBot Showdown – 3D Art Team Lead

January 2020 – PRESENT, Fairfax VA

- Lead a team of artist to create a wide variety of art assets

TECHNICAL SKILLS

3DS Max

- Skilled in using box modeling and spline editing techniques to make both environmental models and character models.
- Knowledgeable in UV unwrapping techniques.
- Familiar with skinning, rigging and animating.

Adobe Photoshop

- Experience using Photoshop for creating different textures.
- Familiar with photo editing tools.

Substance Painter

- Knowledgeable in Baking PBR textures using Substance Painter.
- Proficient in the use of Substance generators.

Unity

- Experience with asset implementation and Material editor

EDUCATION

George Mason University – Computer Game Design BFA

August 2016 – August 2020, Fairfax VA GPA: 3.7