



# Sendoa Bergasa

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## Summary

3D artist specialized in hard-surface modeling and texturing. Always ready to learn and adopt new tools, workflows and techniques. Constantly seeking for new opportunities and challenges with a positive attitude.

## Experience

### Senior 3D Artist (Weapons)

elite3d

Feb 2020 - Present (6 months +)

Project under NDA.

### 3D Artist (Weapons/Props)

elite3d

Jun 2018 - Feb 2020 (1 year 9 months)

Project under NDA.

### Junior 3D Artist (Environment/Props)

elite3d

Oct 2017 - Jun 2018 (9 months)

I worked on various projects including CALL OF DUTY: WORLD WAR II and HITMAN 2.

### 3D Artist

Davalor Salud

Jun 2015 - Dec 2016 (1 year 7 months)

Right after graduation I joined this startup company where I helped develop Virtual Reality (VR) games designed to identify and treat problems related to the visual function. My responsibilities included:

- Pipeline design.
- Tool scripting.
- Vehicle and prop modeling/texturing.
- Vehicle rigging.
- Character and vehicle animation.
- Particle FX creation.

### 3D Artist

aheartfulofgames

May 2014 - Dec 2014 (8 months)

During my senior year in college I worked as a freelance artist for the indie game Heart&Slash (PS4, PC, Switch).

My responsibilities in the project included:

- Concept design.
- Environment and prop modeling/texturing.
- Rigging and character setup.

### 3D Artist - Arch Viz

Domo Gestión Integral

May 2005 - May 2006 (1 year 1 month)

1-year internship doing Architectural Visualization.

## Education



**DigiPen Institute of Technology**

Bachelor of Fine Arts in Digital Art and Animation, BFA

2011 - 2015

## Skills

Photoshop • 3D Modeling • After Effects • Substance Painter • Marmoset • ZBrush • Unreal Engine 4 • Autodesk 3ds Max • Maya