

# YOLANDA CRUZ

## •3D ARTIST•

### ABOUT ME

I am a 3D Artist specialized in asset and environment creation for games. I'm spanish and currently based in London.

I have always been interested in the artistic side of game development and have been playing games since I ever touched a GameBoy for the first time in my life.

### EDUCATION

2015 - 2020 • University of Alicante  
BD in Multimedia Engineering  
Major in Videogames and Virtual Entertainment.

2019 • Akiba School of Digital Arts  
Certificate course in Hard Surface modeling for games

### EXPERIENCE

Now  **TimeSplitters Rewind**

**3D Prop Artist / Environment Artist**

- PBR workflow
- High to low poly 3D game prop modeling
- UV mapping, normal baking and texturing
- Modular-kit creation for environments

2019 **GameHouse**

**QA Games Tester**

**6-month Internship**

- Building/scripting tools in Python for performing testing/validation functions.
- Planning and executing manual and automated test cases on Windows and Mac.
- Reporting and managing bug tickets on JIRA.

2018  **Zenon Games**

**3D Artist / Graphics Programmer**

**Large scaled (PBL) University project**

- 3D game asset creation and integration.
- Graphics Engine made from scratch with C++ and OpenGL.
- General programming and Debugging

### TOOLS



Maya



3DsMax



ZBrush



Substance Painter



Blender



GitHub



Photoshop



Unreal Engine 4

### SKILLS

- 3D Modeling
- Sculpting
- Retopology
- UV mapping
- Texturing

### STRENGTHS

- Teamwork
- Quick Learning
- Adaptation
- Problem solving
- Self-motivation