



# Héctor Gárate

Environment artist

## Experience

Environment Artist

LimitBreak Studios | March 2020

Robot Lord Rising - Turn-based combat game

Environment Artist

Nethash games | March 2020 - September 2020

RustRacers - Multiplayer arena racer game

Environment artist & level designer

SnowpeakStudios | June 2018 - March 2019

Blood Ancestors - Multiplayer FPS game

## Education

Graduate in Fine arts

Universitat Politècnica de València

September 2014 - December 2017

Baccaulerate of arts

IES Leonardo Torres Quevedo

2011 - 2013

## Projects

HL2 Generator

Design and execution of a prop inspired in the Half-Life 2 universe

3D Modelling

December 2019

Riad

Environment design of an arabic courtyard in 3D

Concept art | 3D modelling | Set dressing

May 2016 - December 2017

## Software

Maya | Zbrush | Blender | Modo

Unreal Engine | Unity Engine | Marmoset Toolbag

Substance Painter | Substance Designer | Adobe Photoshop

Marvelous Designer | SpeedTree

hectorgarate.com

hectorgarate@gmail.com

@hectorgarate

(+0034) 653550514