

Eduardo Robert

3D Artist

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EXPERIENCE

Time for Art Studio, LLC – 3D Artist Intern

January 2020 – May 2020, Fairfax VA

- Modeled, textured, rigged, and animated Game-ready 3D Art assets.
- Quickly incorporated feedback from the team lead.
- Worked diligently with fellow interns to implement assets.
- learned new skills and techniques to complete assignments.

Indicrow Studios – 3D Artist

September 2019 – PRESENT, Fairfax VA

- Worked with other students to create independent games outside of school.
- Efficiently create 3D assets to meet deadlines set.
- Cooperated with other artists on art assets and sharing critiques.

PROJECTS

Project Command – 3D Artist, Team Lead

January 2020 – May 2020, Fairfax VA

- Modeled and textured sci-fi command room environment.
- Organized project, setting project deadlines, and goals.
- Modeled and textured props such as the player's computer and chair
- Implemented all art assets into the project.

Starbot Showdown – 3D Art Team Lead

January 2020 – May 2020, Fairfax VA

- Created and assigned art tasks and deadlines to the 3D art team members.
- Worked with artists and other team leads to overcome technical issues.
- Effectively communicated with teammates to ensure smooth production.

Winder Walkers – 3D Artist

August 2020 – August 2020, Stephenson VA

- Modeled and textured hard-surface models to create the game environment.
- Worked efficiently with a team to create a working prototype in a week.
- Created rigs and animations for character and environmental models.

TECHNICAL SKILLS

3DS Max

- Skilled in using box modeling and spline editing techniques.
- 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.

Unreal

- Experience with asset implementation and Material editor

EDUCATION

George Mason University – Computer Game Design BFA

August 2016 – August 2020, Fairfax VA GPA: 3.7