

Diana Ulloa Brugiatì

Game Artist

Rome, Italy

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SKILLSET

Organic 3D modeling
Digital high poly sculpting
Texturing
Video Editing

TOOLS

Maya - 3D modeling and animation
zBrush - digital sculpting
Substance Painter and Photoshop - texturing
Unreal Engine 4 - Technical knowledge
Github & ClickUp - version control and Project mgmt.

EXPERIENCE

Freelance 3D Creature Modeler

Remote
FEB 2020 - Present

Creating 3D models of realistic creatures using Maya, as well as texturing them with Substance Painter. Optimized for animation and grooming.

Freelance 3D Animator

Remote
JUL 2019 - OCT 2019

Milksop Games - Heads N Tails (PC Game)

Single-handedly keyframe-animated all 5 characters from scratch.

SIDE PROJECTS

Test Studios Games

Rome, Italy

Game Artist - Cool Earth (Mobile Game)

Character creation, UI design. Community mgmt.

EDUCATION

Game Art & Design

MAR 2018 - MAR 2019

Vancouver Institute of Media Arts

Diploma

LANGUAGES

Native **Spanish**. Professional to Native **English**. Conversational **Italian**.