

Elpidio Loveranes

Environment Artist

818-640-0806
eloveranes@gmail.com

Los Angeles, CA
trianglesoup.com

EXPERIENCE

2014 - 2017 Environment Artist - Infinity Ward - "Call of Duty - Infinite Warfare"

World builder and prop maker for every iteration of the UNSA Retribution Single Player ship hub. I was also a contributing asset creator for downloadable gun accessories and the Titan mission.

2012 - 2014 Environment Artist - Neversoft - "Call of Duty - Ghosts"

World builder and prop maker for the following Single Player and Multiplayer DLC maps:

- Atlas Falls
- The Ghost Killer
- DLC - Ignition
- DLC - Departed
- DLC - Aliens (Exodus)

2011 - 2012 Environment Artist - GameDesk - "Dojo"

Created Mayan-inspired assets for the "Breathing Exercise Level"

EDUCATION

2008 - 2011 The Art Institute of California - Los Angeles

Bachelor of Science Degree in Game Art & Design

2005 - 2008 ITT Technical Institute - Sylmar

Associate's Degree in CADD (Computer Aided Design and Drafting), Valedictorian

PROFESSIONAL SKILLS

- Passionate about learning new workflows, tools, and techniques.
- Experience collaborating with designers, and taking designer blockout to ship quality art.
- Able to interpret and implement artistic feedback.
- Experience working under strict timelines.

TECHNICAL SKILLS

- 3ds Max
- Substance Painter 2
- Quixel Suite
- Radiant Engine
- Photoshop