

BERTHA ADRIANA ZAMORA SANDOVAL

3D CHARACTER ARTIST

INFO

📍 Guadalajara, Jalisco
Mexico

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EDUCATION

Bachelor, Animation and Digital Art
(2007 – 2012)

Instituto Tecnológico y de Estudios
Superiores de Monterrey

High-end Fantasy Game Art
Creation with Katon Callaway
CGWorkshops

Hand-Paint a Female Bust Course
BrushForge

SOFTWARE

Maya	ZBrush
Unity	Knald
Unreal 4	Substance Painter
Photoshop	Mudbox
3D Coat	xNormal
Topogun	Marmoset Toolbag
	Keyshot

SKILLS

Character Modeling

Low-Poly Modeling

Digital Sculpting

UV Mapping

Retopology

Texture Baking

Hand-painted Texturing

PBR Texturing

WORK EXPERIENCE

COSMOGONIA CAOTICA

MAY 14 – PRESENT

3D CHARACTER ARTIST

Titles: VR Showdown in Ghost Town, Google Poly, BitUp, Luli y Gabo.

Clients: Google, VRstudios, Knott's Berry Farm.

- Leading a team of artist on the production of 500 low-poly models requested by Google for its new platform Poly.
- Create characters and creatures using high-end modeling, texturing and shading techniques for VR and console titles.
- Create style and tech guidelines.
- Model and hand-paint textures for stylized characters for a mobile games.
- Help the art director define the art style to create appealing characters in 3D

FISHYTALE DIGITAL

MAR 16 – FEB 17

3D CHARACTER ARTIST

Titles: Lyle Little, Unannounced Projects

- Work remotely as main character artist, modeling and texturing stylized characters for real time rendering and animation in Unity 5.
- Sculpting character models for 3d printing.

FREELANCE 3D ARTIST

Clients: Mattel, Volkswagen, Dark Horse Games.

- Work remotely with art directors and artists to create models and textures for advertising and VR projects.
- Polishing existing character models and textures.
- Creating blend shapes for animation.

LARVA GAME STUDIOS

JAN 12 – MAY 14

3D ARTIST

Titles: Night Vigilante, Spirits of Spring, Backyard Monsters: Unleashed, Red Bull Crashed Ice

Kinect, Speed Lane, Last day on Earth

- Model and texture characters and environment assets.
- Asset integration in Unreal Engine and Unity.
- Assisting in organization and productivity to the Art Director.
- Shaders, physical assets and collision creation for Unreal Engine.
- Help define the style and character art pipeline for player customization.

CGBOT

JUL 10 – FEB 11

3D ARTIST

Titles: Crime City, WeTopia

- Modeling and texturing of game assets for Facebook games.