

Berkeley, CA  
[felipesaninri@gmail.com](mailto:felipesaninri@gmail.com)

**Portfolio:**  
[www.felipesanin.com](http://www.felipesanin.com)

## **Software Fluency**

### **3D Software**

Maya, Unreal Engine,  
Zbrush.

### **2D Software**

Substance Suite,  
Photoshop, Quixel Suite,  
After Effects.

## **Education**

### **M.A: Game Development**

Academy of Art University.  
San Francisco, CA.  
2016 - 2017

### **B.F.A: Art with Concentration in Electronic Media and Arts of Time**

Los Andes University.  
Bogotá, Colombia.  
2009 - 2013

### **Concept Art Diploma**

Taller Arte Digital.  
Bogotá, Colombia.  
2012

## **Additional Experience**

### **Meet MAT 3D Painting**

**Contest** - Allegorithmic.  
5th Place in Student  
Category.

### **MoonJam 2017** - Merge

VR.  
Participant.

# Felipe Sanin

3D Environment & Prop Artist

## **Professional Skills**

- Model and texture 3D assets that match the project visual style and technical guidelines.
- Understanding of art principles like shape, color and silhouette, and its application the environment's composition to support the narrative and gameplay design.
- Open to receiving feedback, and able to assess and implement the suggested changes.
- Enthusiastic to learn new skills, workflows, techniques or software whenever it's needed.

## **Professional Experience**

### **Environment Artist**

**Disruptive Games** | Berkeley, CA

11 / 2017 - Present

*Megalith - PlayStation VR Game*

- Worked with the art director to model and texture environment assets and props that are optimized for a Console VR game.
- Created stylized high-poly sculptures based on concept art, and baked them into their respective low-poly model.
- Created tileable textures for their use in game environments.

### **Volunteer Intern - Environment Art**

**Mind Traveler Design** | San Francisco, CA

06 / 2017 - 09 / 2017

*PLASMA Worlds: Blastbox - GearVR Prototype*

- Created 3D models and textures for an alien jungle environment for Gear VR in Unreal Engine.
- As part of the team, researched and determined the best way to create a distinctive visual style for a mobile Virtual Reality platform based on the director's concept.
- Used Unreal Engine material editor to create mobile-friendly materials.

### **Assistant Director and Composer**

**Timbo Estudio** | Bogotá, Colombia

02 / 2014 - 12 / 2015

*Tropical Virus - Animated Feature Film*

- Assembled and animated environments and sets in 3D space using images painted by an illustrator.
- Integrated environments and animated characters for several shots.
- Established the camera angle and movement in a shot to support the narrative.

### **Creative Director and Motion Graphics Artist**

**Timbo Estudio** | Bogotá, Colombia

08 / 2012 - 12 / 2015

*Various Projects*

- Worked as part of a team to take an idea from conception to realization, while fulfilling the client's requirements.
- Experimented with different techniques and workflows in order to find a suitable style for each project.