

Roger Perez

Character Artist

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<https://rogerp.artstation.com/>

Qualifications

- Creating high resolution 3D sculpts of organic/hard surface characters/creatures/weapons/props
- Modeling and texturing in-game assets to polygon/texture budgets established for a specific game & engine
- Expertise in character sculpting principles including anatomy, cloth, hard surfaces, weight, and appeal
- Knowledge of retopology and UV creation for efficient game ready assets
- Creating textures ranging from hand-painted stylized to PBR realistic materials
- Prop design and creation for games

Experience

FREELANCE WEAPON ARTIST – 2018 - PRESENT

Blackrose Arts - Weapon Artist

FREELANCE CHARACTER ARTIST – 2016 - 2017

EXIS Interactive - Character Artist

Polar Zenith - Character Artist

Software

- | | | |
|--------------------|------------------|-------------------|
| -Zbrush | -Adobe Photoshop | -Marmoset Toolbag |
| -3DS Max | -3D-Coat | -xNormal |
| -Substance Painter | -Quixel Suite | |

Education

VCD.3D.AAS, 3D Animation Specialization Visual Communication Design, Austin Community College, Austin, Texas, May '12

References:

Christian Gallego - Senior Character Artist at Certain Affinity