





BERTHA ADRIANA ZAMORA SANDOVAL

3D CHARACTER ARTIST

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EXPERIENCE

3D Character Artist | Electronic Arts

SEPT 2018 – PRESENT

Create both high resolution 3D sculpts and final low polygon game assets.

Texturing characters using PBR workflows, integrating them into the game engine, material setup and look dev according to defined quality standards, artistic styles and technical parameters.

Performing optimization passes and fixing character related bugs.

3D Character Artist | Cosmogonia Caotica

MAY 2014 – SEPT 2018

Modeling and PBR texturing player character, enemy characters and weapons for VR and console games.

Lead a team of 3D artists on the production of 500 low-poly models requested by Google for the platform Poly.

Overseeing junior artist deliveries and writing feedback documents.

Modeling and hand-paint texturing stylized characters for mobile games.

Responsible for taking client art tests and securing 3D outsourcing projects for the studio.

Help the art director define the art style to create appealing characters in 3D.

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

Projects:

-Google Poly

-Luli y Gabo (iOS)

-BitUp (PS4)

-VR Showdown in Ghost Town (VR)

3D Character Artist | FishyTale Digital

MARCH 2016 – FEBRUARY 2017

Work remotely as main character artist modeling and texturing stylized characters for a mobile game developed in Unity. Sculpting character models for 3d printing.

3D Character Artist | Freelance

Work remotely with art directors and artists to create models and textures for advertising and VR.

Optimize and retopologize existing character models and textures for in-game cinematic.

Creating blend shapes for animation.

Clients: Mattel, Dark Unicorn Games, Volkswagen.

3D Artist | Larva Game Studios

JANUARY 2012 – MAY 2014

Model and texture characters and environment assets for internal and outsourcing projects.

Asset integration in Unreal Engine and Unity.

Assisting in organization and productivity to the Art Director.

Create custom shaders, physical assets and collision meshes for Unreal Engine.

Help define the style and character art pipeline for player customization.

Working with the Programming and Animation teams for troubleshooting.

Clients: Minority Media Inc., BongFish, Kixeye, Astrolol.

Projects:

- Night Vigilante (iOS)
- Spirits of springs (iOS)
- Last Day on Earth (Xbox360 cancelled)
- Backyard Monsters: Unleashed (iOS)
- Red Bull Crashed Ice Kinect (Xbox 360)
- Speed Lane (iOS)

3D Artist | CgBot

JULY 2010 – FEBRUARY 2011

Modeling and texturing of game assets for Facebook games.

- Crime City (Facebook)
- WeTopia (Facebook)



SKILLS

- Character Modeling
- Lowpoly Modeling
- UV Mapping
- Outsourcing
- Digital Sculpting
- Retopology
- Optimization
- Texture Baking
- PBR Texturing
- Hand-painted Texturing
- Hard-surface Modeling
- Character customization



SOFTWARE

- Maya
- Unreal Engine
- 3D Coat
- Topogun
- Shotgun
- Zbrush
- Unity
- Knald
- Mudbox
- Perforce
- Substance Painter
- Photoshop
- Marmoset Toolbag
- Keyshot
- Substance Designer



EDUCATION

Bachelor, Animation and Digital Art | Instituto Tecnológico y de Estudios Superiores de Monterrey

2007-2012

High-end Fantasy Game Art Creation with Katon Callaway | CGWorkshops

2011