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My name is Dulce Isis Segarra López and I am a 3D Character Artist , specialising in videogames development. I like creative challenges, working in a team and learning new things every day, and that is why I love making games.

Experience

2019 - Present: Freelance Character Artist

- Nowwa Corp - Bullet Ville Project: rendering, material, light and scene setup of the characters, vehicles and weapons from the game Bullet Ville, currently in development.
- ODD Animation Pictures - Film "Cieco": 3D modeling, texturing, shader setup and grooming of "Sika", one of the characters from the movie "Cieco", currently in production.
- Axis Studios: production ready 3D modelling and texturing of characters and assets as well as its corresponding feedback.

2017 - 2019: Character Artist at Travellers Tales (2017-2018 Junior)

Design and creation of LEGO characters and creatures as well as in game setup using in-house engine. One of the people in charge of the setup of the character customiser. Worked on LEGO Marvel Superheroes 2, LEGO DC Super-Villains and on an unannounced project.

2016: 3D Generalist at El Viaje Imposible, Producciones Cinematográficas, S.L.:

3D modeling, rigging and shading of props in the teaser of the film "The Impossible Journey".

2015 - 2016: 3D Generalist at The Beat 7 (ESDIP):

3D modeling and rigging of props in the shortfilm "Just The Beginning".

Studies

2014 - 2015 Master in videogames Concept and Graphics (ESDIP):

Drawing, Anatomy, Zbrush, Photoshop and 3Ds Max.

2010 - 2014 Multimedia Engineering (University of Alicante):

Software and web development/Multimedia project management

Videogames specialization: 3D modeling/programming/scripting

Games Shipped

2018 - LEGO DC Super-Villains

2017 - LEGO Marvel Superheroes 2

Courses

CGMA:

- Character Creation for Games by Patrick Yeung
- Character Texturing for Games in Substance by Saurabh Jethani
- Sculpting Anatomy From Animal to Creature by Gael Kerchenbaum

Coco School:

- Maya Modeling

GAi (Vertex School):

- Character Creation For Games with Adam Skutt

Skills

3D Modeling - Sculpting - Texturing - Rigging - Grooming - Character Design - Programming

Software

Maya - Zbrush - Photoshop - Illustrator - XNormal - Substance Painter/Designer - Unity - UE4

Languages

Spanish - English