

# Anthony Trujillo

3d Artist

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## EXPERIENCE

### Blizzard Entertainment — 3d Artist

2020 - PRESENT

World of Warcraft- Responsible for designing and modeling the look and feel of my dungeons as well as working closely with the design and prop dept.

### Blizzard Entertainment — Associate 3d Artist

2018 - 2020

World of Warcraft- Responsible for designing and modeling the look and feel of my dungeons as well as working closely with the design and prop dept.

### Drastic Games — 3d Environment Artist

2018

SoundFall - As primary 3d artist, I helped set the style and texturing methods early on in the project.

### Whitemoon Dreams — 3d Environment Artist

2015 - 2018

Starblood Arena PSVR - Taking concepts to full 3d production and setting up shaders in Unreal 4.

### Wayforward Technologies — 3d Environment Artist

2010 - 2011 / 2012- 2015

Silent Hill: Book of Memories

Ducktales Remastered

Shantae: Half Genie Hero

### NeverDie Studios — Lead 3d Environment Artist

2009 - 2010

Project Rocktropia

## EDUCATION

### The Art Institute of California-Los Angeles

Bachelors of Science in Game Art and Design. June 2009

## SKILLS

Substance Painter/Designer

Handpainted Textures

Zbrush.

UE4/Unity

3ds Max/Blender.

## AWARDS

3rd Place- Artstation Wild West Challenge

Honorable Mention- Artstation King Arthur Challenge

Honorable Mention - ArtStation Ancient Civilization Challenge

