

YOLANDA CRUZ

•3D ARTIST•

ABOUT ME

I am a 3D Artist specialized in environment creation for games and currently based in Valencia, Spain.

I have always been interested in the artistic side of game development and have been playing games since forever.

EDUCATION

2015 - 2020 • University of Alicante
BD in Multimedia Engineering
Major in Videogames and Virtual Entertainment.

2020 - 2021 • Voxel School
Advanced Master's Degree in
Environment Art

EXPERIENCE

Now  **TimeSplitters Rewind**

3D Prop Artist / Environment Artist

- PBR workflow
- High to low poly game-ready pipeline
- UV mapping, normal baking and texturing
- Scene assembling within Unreal Engine 4

2019 **GameHouse**

QA Games Tester

6-month Internship

- Building/scripting tools in Python for performing testing/validation functions.
- Planning and executing manual and automated test cases on Windows and Mac.
- Reporting and managing bug tickets on JIRA.

2018  **Zenon Games**

3D Artist / Graphics Programmer

Large scaled (PBL) University project

- 3D game asset creation and integration within the Engine.
- Graphics Engine made from scratch with C++ and OpenGL.
- General programming and Debugging

TOOLS



Maya



3DsMax



ZBrush



Substance Painter



Blender



GitHub



Photoshop



Unreal Engine 4

SKILLS

- 3D Modeling
- Sculpting
- Texturing
- Material creation
- Set dressing
- Lighting
- Blueprints

STRENGTHS

- Teamwork
- Quick Learning
- Communication
- Problem solving