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FRANCISCO ROMERO

SKILLS

- 3D Modeling
- 3D Sculpting
- Scan Cleanup
- UV Mapping
- Re-topology
- Texturing
- Engine Material Creation

SOFTWARE

- Zbrush
- Maya
- Mudbox
- Fusion 360
- Substance Painter
- Quixel Suite
- Unreal Engine4
- Unity
- Photoshop
- Tortoise SVN
- Perforce
- Keyshot
- Microsoft Office

EXPERIENCE

3D ARTIST • INSTITUTE OF SIMULATION AND TRAINING • AUG 2017 – JUNE 2018

- Created various environment and Prop models.
- Performed cleanup and re-texture on scan models.
- Created complex materials to add variation to texture sets.

3D ARTIST • “MASTERKEY” UE4 CAPSTONE GAME • JAN 2017 – AUG 2018

- Established main character’s visual style and created model
- Created various environment prop proxy and models.

3D ARTIST • “VETERAN’S HEALTH ADMINISTRATION 2 STEP MENTOR” UNITY • JAN 2017 –MAY 2017

- Created Unity executable packets for client to import assets with material and textures applied.
- Created various environment prop models.

2D 3D ARTIST • RAPID PROTOTYPE GAME UNITY • AUG 2016 – DEC 2016

- Created a variety of assets for Five 2-week rapid prototypes for Masters Program, requirements varied depending on platform, VR, or PC.

EDUCATION

MASTERS OF SCIENCE, INTERACTIVE ENTERTAINMENT • 2017 • FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY – FIEA-UCF

BACHELOR OF ARTS, DIGITAL MEDIA • 2015 • UNIVERSITY OF CENTRAL FLORIDA – UCF



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