

OBJECTIVE

Surpass the clients needs with innovative workflows.

SKILLS

3D Modeling/Sculpting, Texture mapping/painting, rigging, PBR Materials, Scripting (code biz), 3D Scenery, Hard Surface, Physics Simulation and more!

STUDIES

Diploma in 3D animation - Certified by Autodesk 3D Animation, Digital Art and Multimedia - UNIVA, Mexico Masters Degree in Design - ANIMUM, Spain

POSITIONS FILLED

💦 Meta

Art Director, 3D asset creation, Texture Artist, 3D Landscape Artist, Weapon Artist, Material Designer, and the list continues!

🔥 Adobe 🛛 😭 Unity





Working Since 2016 To the Present



MICHELANGELO

RAAUE



