

Luis R Perez  
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### **Education**

Full Sail University  
Bachelor of Science Degree in Game Art May 2015

Polytechnic University of Puerto Rico  
Bachelor of Architecture June 2009

### **Software**

**Maya** - Extensive knowledge creating assets for environments, laying out UV's, and texturing. High-resolution modeling for games, game-res retopology, texture baking, rigging for game characters, animation for games.

**Zbrush** - Able to use Zsphere's to create a mesh. Experience in making high-resolution sculptures of hard surface and organic meshes.

**Photoshop** - Extensive knowledge using the software. Able to make hand painted & photo realistic textures. Proper understanding of tools and functions for games and graphic design. Texture creation workflow for PBR and Legacy.

**Crazy Bump** - Experience in using photos and height maps to make Normal maps

**Unreal Development Kit** - Able to layout assets for an environment, make materials, slight knowledge of particle effects, basic knowledge of shading and lighting.

**Unreal Engine 4** - Extensive knowledge of level design principles, material layering and instancing, proper understanding of shading and lighting inside UE4. Proper understanding of post-process volume for achieving realistic looking environments.

**Marmoset Toolbag 2** - Strong understanding of PBR workflow, lighting assembly and rendering for game props.

**Unity Engine** - Basic knowledge of use

**Substance Painter** - Knowledge in material layering and effects, strong understanding of PBR workflow.

**Substance Designer** - Experienced in texture baking.

**Quixel Suite** - Extensive knowledge in Quixel's NDO and DDO for normal map and PBR material creation. Knowledge on NDO workflow and game pipeline implementation.

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### **Pre-Professional Experience**

Student Game Project "FUZ"

February 2015

Full Sail University – Asset Artist

- Created from photo reference concepts
- Used Maya to create high and low resolution models
- UV'd model
- Baked Normals & Ambient Occlusion using Maya transfer Maps
- Created diffuse and specular maps in Photoshop
- Rendered in Marmoset Toolbag
- Character rigging
- Character Animation

<http://gameproject.fullsail.com/gpgames/index.php/2015/02/fuz/>

Abandoned Sci-fi space ship

February 2013

Full Sail University

- Created from concept sketches and photo reference
- Used Maya for asset modeling
- UV'd models
- Used Quixel's NDO for normal map creation
- Created Diffuse, Specular Emissive maps using Photoshop
- Used the Unreal Development Kit to assemble environment and to render Images

<http://eat3d.com/forum/art-gallery/abandoned-sci-fi-space-ship>

### **Experience**

A&M Home Improvement Inc.

August 2010 – 2012

- Assessment in customer needs,
- Designer.

E.GO Design Studio

August 2007 – 2010

- Worked as part of the production team developing accurate technical drawings for architecture projects.

### **Summary of Qualifications**

- Creating high and low polygon models using MAYA
- Ability to sketch ideas quickly
- Exceptional attention to details
- Ability to work under pressure and take criticism within stressful situations
- Excellent written and oral communication skills
- Strong organizational skills and ability to manage multiple projects
- Creative, resourceful, team player, self starter, and independent
- Traditional art, sketching and drawing skills
- 10 plus years experience with Adobe Photoshop