Camila Rodrigues

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e-Portfolio: https://camrvelasquez.wixsite.com/ssstudios

Summary

Enthusiastic 3D environment artist eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Clear understanding of asset optimization and PBR workflow and training in both Unity 3D, Unreal Engine and AR/VR. Motivated to learn, grow, and excel in the game design industry.

Education

Abilene Christian University | Bachelor of Science in Game Design   Expected Dec. 2021
- Minor: Fine Art
- GPA: 3.8/4.0
- Relevant coursework: Advanced 3D Modeling, AR/VR Development, Substance Suite Course
- DET Club President, Undergraduate Research Festival, Volunteer, University Scholar

Relevant Experience

Digital Design and Virtual Production Intern   *March 2021 – July 2021*
First Track Entertainment LLC | Los Angeles, CA
- Engaged with clients in a lively matter daily to carry out their visions and ensure their satisfaction.
- Led a team of designers to create artwork for soon-to-be-published IPs.
- Created graphics to be used in magazines, album art, and more.

Lead 2D and Environment Artist   *Aug. 2019 - Dec. 2020*
Wildcat Software | Abilene, TX
- Shipped several IPs, including one that boosted the visibility and public knowledge of the university by 5%.
- Improved the company's client satisfaction by creating high-quality 2D assets which boosted outside interest in the company by 10%.
- Worked closely with other members of the team in a high-paced environment.
- Collaborated with the programming team to deliver the best product for our clients.

Other Experience

Teacher Assistant and Tutor   *Aug. 2019 - Present*
Abilene Christian University | Abilene, TX
- Reinforce the material taught in class with students in one-on-one sessions or in small groups.
- Help the teacher with records and grading.
- Provide in-class help to the students with software such as Maya, Unity, and Unreal Engine

Junior Editor Intern   *May 2020 – July 2020*
Abilene Christian University | Abilene, TX
- Anonymized sources and perform qualitative research for Wallace, J.D., Burton, B.G., Chandler, R., Darby, D (2020), special issue eLearning Literacy for Suddenly Online – Voices from the Field, The Journal Literacy and Technology, Vol. 21(3). ISSN: 1535-0975.

Skills

Autodesk Maya | Unity Certified Associate Artist | Unreal Engine | Programming languages: C++ | C# | Python | SQL | Substance Designer | Substance Painter | Substance Alchemist | Adobe Photoshop Certified Associate | Adobe Certified Associate in Digital Video Using Adobe Premiere Pro | Adobe Certified Professional in Video Design | Rigging | Animation | Prop Art | 3D Environment Art | 3D Art | 2D Art