

Emilio W. Santoyo

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Software

- AutoDesk 3DS Max
- AutoDesk Maya
- Adobe Photoshop
- Pixologic Zbrush
- Corel Painter

Engines

- Unreal Engine
- Crysis Sandbox Editor
- Papaya Studio
- Proprietary Engine

Skills

- High and Low Poly Modeling
- UV and Texture Creation
- Scene composition and lighting

Industry Experience

Freelance 3d Artist

Synergy Blue, Inc. Palm Desert, CA

May. 8 2011 – May. 08 2012

Creator of detailed characters, environmental models, and props for applications and games for the casino and gambling industry.

3d Artist

Papaya Studio, Irvine, CA

Feb. 1 2009 – Nov. 21 2011

Responsible for modeling, texturing, animating and lighting of environments and props for;

Toy Story Mania™ (2009) video game (Wii).

Ben 10 Alien Force™: Vilgax Attacks (2009) video game (Xbox360/PS2/PSP).

Ben 10 Ultimate Alien™: Cosmic Destruction (2010) video game (Xbox360/PS2/PSP).

Cars Toon: Mater's Tall Tales™ (2010) video game (Wii).

Cartoon Network: Punch Time Explosion (2011) video game (Xbox360/PS3/3DS/Wii).

Education

Bachelor of Science in Game Art & Design, 2009

The Art Institute of California - Orange County - graduated with Honors