

April L Giron

3D Environment/Texture Artist

Aprilgiron3d@gmail.com • www.aprilgiron3d.com • (626)825-0260

Objectives

Utilizing and refining my knowledge and skills of game art with a successful game development team.

Expertise

- Autodesk 3ds Max
- Pixologic Zbrush
- Unreal Development Kit (UDK)
- xNormal
- Adobe Flash
- Adobe After Effects
- Autodesk Maya
- Adobe Photoshop
- Unity
- CrazyBump
- Adobe Illustrator
- Microsoft Office Suite

Skills

- Hand-Painted and Sculpted Textures
- Sculpting High Poly and converting to Low Poly
- Unique & Tileable 3D Model Unwrapping
- Productive Collaboration and Communication
- Procedural Textures
- Texture Maps Knowledge
- Texture Shaders/Materials

Experience

Obsidian Entertainment – Irvine, CA

~ (Jul. 2013 – Present)

-3D Environment Artist

- Modeled 3D environment and props.
- Sculpted and painted quality textures for use in pre-rendered environments.
- Collaborated with artists and designers to flesh out environments from block outs.

Pyntail – Los Angeles, CA

~ (Jun. 2012 – Aug. 2012)

-3D Artist Intern

- Designed, modeled, and sculpted 3D props and characters.
- Produced high quality textures for efficient use in a real-time engine.

The Art Institute of CA-LA – GAME WIZARDS

~ (2008 - 2010)

Rock Bots 3000 (2010) – UDK mod

- Concept Artist/Prop Artist/Texture Artist

- Created base textures which artists used for texturing assets.
- Produced key assets implemented in game environment.

Exodus (2009) – UDK mod

-Character Artist/Prop Artist/Texture Artist

- Sculpted and modeled 3D art, and created unique textures.

Starfall (2008) – UT3 mod

-Prop Artist/Texture Artist

- Produced 3D environment props and textures.

Education

The Art Institute of California Los Angeles

~ (Dec. 2011)

-Bachelor of Science Degree in Game Art and Design