



ANDRES ROMERO
3D Artist for Games and Video



PROFILE

3D artist with Next-Gen game experience mainly as Highpoly/Lowpoly Modeler and Texture artist.

CONTACT

Bogotá, Colombia
057-3012495708

vhaal16@gmail.com

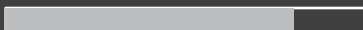
<http://vhaal15.wixsite.com/andresr>

LANGUAGES

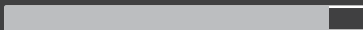
Spanish (Native)
English

SKILLS

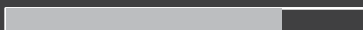
3Ds Max



Zbrush



Photoshop



Substance painter



Unreal Engine



WORK EXPERIENCE

3D ARTIST FREELANCE

July 2015 - Now

3D Character Modeling and Textures for games.

- Heisters- FPS Online / Company: Bitmuffin Hong Kong
- Overload 2.0 - Strategy game / Company: NGR Studios Argentina

3D ARTIST AT EFECTO STUDIOS

September 2011 - December 2015

3D Modeling and textures and rigging for characters, assets and levels in games for console and PC.

- ARK: Survival Evolved - Modeling and Textures (Xbox One/PS4/PC)
- Street Racer - Modeling (PC Game)
- Chavo Kart - Modeling, Textures and Rigging (PS3/Xbox 360)

3D ARTIST AT ZUMO STUDIO

January 2011 - August 2011

3D Modeling , textures and render for many post-production projects in advertising.

3D MODELER AT IMMERSION GAMES

September 2008 - September 2010

3D Modeling, Characters and assets for games

- Great Battles Medieval (The History channel game).
- Lucha Libre AAA Heroes del Ring

3D MODELER AT JAGUAR TALLER DIGITAL

January 2008 - August 2008

3D Modeling and render for animated film "Pequeñas Voces"

EDUCATION

GRAPHIC DESIGN

LA SALLE COLLEGE 2014 - 2016

VIDEO GAME DESIGN

NASKA DIGITAL 2008 - 2010

MULTIMEDIA ENGINEERING

UNIVERSIDAD MILITAR
NUEVA GRANADA 2006 - 2007