DULCE SALAZAR

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I am a 3D artist who enjoys everything about games and aims to heighten the user experience. I am well versed in creating a variety of models in a wide range of styles and designs. Being an effective communicator in a team setting has helped me achieve the intended vision for each project while meeting strict guidelines and timelines. High expectations of the craft keeps me motivated to do my best and be an asset to a strong cohesive team.

TECHINICAL SKILLS AND SOFTWARE

- Adobe Photoshop: Texture, Design, Digital Painting
- Autodesk Maya/3DS Max: Environment Modeling, Prop Modeling, Character Modeling, UVing, Lighting, Rendering, Normals/Transfer Maps
- Pixologic Zbrush: Character modeling, Prop modeling, Texture, Digital Sculpting, Normals/Transfer Maps
- Marvelous Designer: Character Modeling, Create realistic clothing
- Crazy Bump: Texture, Normals/Transfer Maps
- Unreal engine: Lighting, Rendering, Blueprinting, Level design, World Building
- Perforce: Source control for projects
- Substance Painter: Texture, Normal/Transfer, Spec Maps

EXPERIENCE

Graphic Designer
Podcast Logo (2019)
- Created a large variety of concept images based on client feedback
- Communicated with client to achieve clients' desired image

2D/3D Character Artist
(2017-2018)
- Did initial concepts and designs for a variety of background/side characters
- Converted chosen concepts into fully textured 3D models

Character Modeler/ Environment Artist
Project: Cave-In (2017)
- Replaced blocked out assets of environment with finalized versions
- Created tile-able textures for environment
- Designed, modeled, and textured the main enemy character

Team Lead/Programmer
Project: Thirst for Adventure (2016)
- Led a small team to create an adventure game
- In charge of creating environment, level assets, and blueprinting
- Lead team in project creation, including assigning tasks and creating deadlines

World Builder
Project: DayCare (2015)
- Collaborated with a team to create a short vertical slice of a game
- In charge of level design, and creating environment for daycare level
- In charge of world building for the above level
- Checked and assessed props for quality for first level

EDUCATION
Bachelor of Science Degree Game Art and Design - March 2017
The Art Institute of California Inland Empire – San Bernardino