

Roxana Bracamontes
Phone: (424)228-0340
Los Angeles CA
www.rox3d.com
roxbrac12@gmail.com

Objectives: I would love to work and be a part of a game company that shares the same passion as me for video games and creating 3D environments.

Skills: *Knowledgeable Software/Programs*

- Skilled in **3DS Max**
 - Create hard surface and organic modeling
 - Create high and low poly modeling
- I am also skilled in **Maya** with modeling
- **UT3** (Unreal Tournament 3Engine):
 - Import objects in UT3
 - Create and light environment scenes
 - Work with the shaders
 - Also familiar with some Kismet in UT3
- Recently started using **UDK** (Unreal Development Kit)
- Create high detailed **Z Brush** models from a low poly model
- **Crazy Bump:** Creating Normal Maps and Height Maps
- **X Normal:** Creating Normal's and Ambient Occlusions from high res models in Z Brush.
- **Photoshop:** I have the ability to create high quality textures by hand and by photo references
- **Perforce**

Other Skills:

- Works well with teams
- Fast learner and I easily adapt to change
- Creative
- Friendly
- Punctual
- Making high quality assets for environments by making low and high poly models

Experience: 10/2009-12/2009

Interned at Heavy-Iron Studios in Culver City, CA

- Modeling assets with Maya. Worked on a team and created assets for one of the games that they were doing for the XBOX 360. Also work in 3DS Max and used Character Builder. Customized the way generic characters looked in the game. Had a chance to work with Perforce (used in their pipeline) and the XBOX 360 Development Kit.

Game Wizards: -School Game Mod Production Team

"Killing Time" and "Dead Man's Tale"

- What I like about Game Wizards is that we get the same experience we would get at a real game company like, working with teams, working in a pipeline, and meeting deadlines for the game we are creating. I am constantly improving my art skills and learning new software.

Education: *Bachelor of Science in Game Art & Design*
The Art Institute of California Los Angeles