

YVETTE ROSALES



yvetterosales.com |



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_rokoco |



LinkedIn |



(847) 845-7336

SUMMARY

Professional 3D artist with over 10 years of experience in 3d modeling, texturing, animation, development and design on many published titles. I'm an independent, self motivated person with a mind that's eager to learn and ready to be a part of any team.

PROFESSIONAL EXPERIENCE

Artist/ Animator

Nov. 2013 - Present

eV Interactive LLC., Palatine, IL

- Collaborate on many published titles of various types
 - Manage various projects through from start to finish
 - Work closely with team of programmers to solve gameplay issues that may arise during development
 - Collaborate and worked closely with other artists
 - Contribute to level design, Hud design, and animation
 - Motivated on all levels of game development
- Create high-quality, low poly 3D models
 - Maintained a low poly count while optimizing texturing and unwrapping techniques to show high quality textures
- Rig models professionally for easy use
 - Whether using the 3Ds Max biped, 3Ds Max CAT rigs, or creating custom rigs myself
 - Attached and skinned various animals and humanoid characters
- Responsible for animating characters, animals and vehicles
 - Study movements, used reference or acted out animations
 - Able to create looping or single animations
 - Time movements of animations
 - Clean up animations
- Work with optimizing 3D models, textures & Unity assets
- Use Substance Painter to enhance textures of low poly models
- Testing game-play
- Translating game text from English to Spanish
- Voice acted as a placeholder voice during development

Contract Artist/ Animator

Mar. 2012 - Present

Ninja Playground, Lake In The Hills, IL

- Modeling specific items that need to be incorporated
- Rig models professionally for easy use
- Animate characters that need to be animated
- Clean up models and animations to the desired need of the company
- Texture models and characters
- Created 2D story screens

Key Achievements:

- Part of a successful Kickstarter campaign

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SKILLS

Adobe:

Adobe Photoshop / Adobe Illustrator / Adobe After Effects /

3D Programs

Autodesk 3Ds Max / ZBrush / Substance Painter / 3D Coat / nDo / Blender

Other Programs:

Unity 3D / Tortoise SVN / Audacity

PUBLISHED GAMES

Air Combat Pilot

2018 - iOS & Android

Robot Arena 3

2017 - PC

Go Hunting Archery

2014 - Android

Gurumin 3D:

A Monstrous Adventure

2016 - Nintendo 3Ds

The Hand of Panda

2016 - Nintendo 3Ds

EDUCATION

Bachelor of Fine Arts

Media Arts & Animation

The Illinois Institute of Art - Schaumburg, IL

2012