

A R A N T Z A Z U M A R T I N E Z

3 D A R T I S T

SOFTWARE

3DSMAX

ZBRUSH

SUBSTANCE PAINTER

SUBSTANCE DESIGNER

UNREAL ENGINE 4

PHOTOSHOP

AFTER EFFECTS

LANGUAGES

SPANISH native

ENGLISH C2

BASQUE native

FRENCH B1

CONTACT

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EDUCATION

BFA IN DIGITAL ART AND ANIMATION
Digipen Institute of Technology Europe-Bilbao / 2014 - 2018

EXPERIENCE

student projects

“FAST FOOD” / 3D VIDEO GAME 2018
 <https://www.youtube.com/watch?v=p0lC1ZQCiyo>

- Producer - Environment artist - Technical Artist
- Developed a pipeline for the art team and imported all assets into the game engine.
- Created textures and shaders for the environments.

“AD LIB” / 3D SHORT FILM 2018
Animator - background artist - rigger

- Designed the backgrounds, modelled and textured them.
- Rigged the main character
- Animated several scenes

“VELLICHORIA” / 3D SHORT FILM 2017
Solo Project

- Designed the main character and all backgrounds in 2d as well as developed the storyboard and script.
- Modelled, textured, rigged and animated the character and environments.
- Composited and postproduced the film in After Effects.

“NIGHTMARES” / 2D SHORT FILM 2016
Animator - Background artist

- Designed and created all the backgrounds, hand drawing them in paper and painting them in Photoshop.
- Animated the main character Noodles in several scenes.
- Composited and postproduced the film in After Effects.

“RESURFACE” / 2D VIDEO GAME 2016
 <https://www.youtube.com/watch?v=rPgXNcdJzSc>

- Producer - Background artist
- Developed a work pipeline for a team of 5 artists and organized tasks for the art production of the game.
- Designed and created backgrounds and props in 2d and helped integrate them in the game.