

Felipe Rodo

2 Enterprise #8208, Aliso Viejo, CA 92656

Cell: 949-374-9525 ~ email: feliponz@gmail.com ~ website: www.feliperodo.com

Objective

To work as part of a talented team as a 3D Environment Artist.

Professional Experience

2007- Present Netpeople – Operations Manager

- *Responsible for creating SMS contests for main mobile phone carriers in Peru.*
- *Responsible for managing and adapting multimedia content for mobile-phones.*

2008 City-Interactive - Contract (Peru)

- *Created 3D environments and props for undisclosed next-gen game.*
- *Painted 2D textures and normal maps for props and environments.*
- *Assisted in providing tutorials and instruction to peers.*

2007 - 2008 Parloteando.com – Videopodcast Co-host

- *Co-host to internet show about Videogames/Tech/Movies*
- *Did reviews, commentary and interviews on tech-related topics, movies and videogames.*

2007 Qilqax – Modeler/Texture Artist/Tech Support

- *Modeler and Texture Artist for a feature animated film (Magus ex Machina) utilizing a videogame engine.*
- *Responsible for learning and instructing teammates in the use of Unigine (v0.4)*

2006 Team Pancake Handshake – Lead Texture Artist

- *Responsible for painting and designing most of the textures for an Unreal Tournament mod, using Photoshop and 3dsmax.*

Education

2003-2006 The Art Institute of California – San Diego
Bachelor of Science in Game Art & Design.

Skills

Hard

- 3D Studio Max
- Maya
- Photoshop
- zBrush
- Experience with Unreal 2k4 Engine - UDK

Soft

- Great at communicating with the team and with leads.
- Able to learn new software and techniques quickly and share it with others.
- Eager to keep learning and ambitious about creating videogames.