

ANGEL Y GUEVARA
PROPS/WEAPONS/ENVIRONMENT ARTIST

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<http://ag3d-art.com>

SUMMARY

- Ability to accurately create weapons, props, and environment models from concept art to final computer generated 3D model focusing on curve surfaces, surface continuity, as well as trimming and blending via Maya
- Efficiently manipulates scenes and re-topology utilizing Maya/Zbrush to highlight, shadow, texture/shade, render and ray-trace
- Creating appropriate lighting, texturing painting and normal mapping, color theory, as well as composition and space

SKILLS

- Hard surface Modeling - Props, Weapons, Environments
- Texture and UV Layout
- 2D Concept Art
- Basic Animation

SOFTWARE

- | | | |
|---------------------|------------------|--------------------|
| • Maya | • Unreal 4, UDK | • Mischief |
| • Photoshop | • Zbrush | • Nuke |
| • Substance Painter | • Marmoset | • A+ Certification |
| | • Sketchbook Pro | |

EDUCATION

Full Sail University

Winter Park, Florida ---- B.S. Game Art

June 5th, 2015

Art & Design High School

Manhattan, New York ---- High School

1999

WORK HISTORY

Children's Hospital, Silver Spring, Maryland

2/2012-Current

Call Center Customer Service Representative

- Worked in teams as a communication bridge between patients and hospital to ensure that patients were scheduled properly and/or that their questions/concerns were answered in a timely fashion

CRA formerly Diagnostichealth; Chevy Chase, Maryland

2003-02/2012

Medical Records Front Desk

- Managed client interactions and records working with patients, doctors, and medical professionals