Rogelio A Delgado
www.3dworldartist.com
Kirkland, Washington

Environment World Artist
rad3dartist@gmail.com
6318330295

I'm Rogelio, an Environment Artist with an affinity for creating immersive worlds.

I have 3 years of professional game development experience and 5 years of total art production experience. During that time, I have contributed to 7 game productions, 3 of which were AAA. Being a self motivated 3D artist, I maintain an in-depth knowledge of creating polished and optimized artwork with a fast and iterative workflow. I have worked on a variety of varied Environment types; from past, to present, to future environment styles. I am extremely familiar with the entire environment art pipeline from pre-production to post-predoction and all tasks inbetween.

Game Development Experience

Microsoft // November 2016 - Present // Contract Sr. Environment Artist // Unannounced AAA Game

WB Games Monolith // March 2016 - November 2016 // Contract World Artist // Unannounced AAA Game

Bungie // March 2015 - March 2016 // Contract World Artist // Unannounced AAA Game

Funcom Inc. // April 2014 - December 2014 // Junior Environment Artist // The Secret World

WB Games Turbine // November 2013 - April 2014 // Contract Production Artist // DC Infinite Crisis

During my 3 years of environment art experience, I have been responsible for a multitude of tasks. Iteration of environment structures, creation of props, collaboration with design, and world building are among my most common tasks. Taking models from concept to creation with the help of a concept, rapid development of environment ideas, and working with outsourcing are also huge aspects of my skillset. Lastly, working in a functional team to problem solve and gain momentum on tasks is another one of my many important qualities.

Education and Achievements

Full Sail University - Bachelors of Computer Science in Game Art (2010 - 2013)

Polycount Rrecap #34

Game Textures Blog: "Tips from a Pro: Rogelio Delgado's Journey"

80.lv "ROGELIO DELGADO ON BUILDING GREAT ENVIRONMENTS" feature.

Skills

Modeling: Maya, 3DS Max

Texturing: Substance Designer & Painter, Photoshop, Quixel Suite

Game Engine: Unreal 4, Unity, Cryengine, Propriatery Engines

Sculpting Software: Z-Brush

Team Skills: Team Building, Interpersonal Communication, SCRUM

*References
available
upon request