



Lorenzo Domínguez García

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Birth: Abril 30, 1984

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Nationality: Cubana

Current Location: Spain - Barcelona

Portfolio: <http://lorenzodominguez3d.com/>

Demos: [youtube_channel](#)

Game Artist

PROFILE

A highly motivated 3D Artist with a passion for video games, 7 years of experience developing graphic Content, good communication skills and a great team-player attitude. Presently looking for a suitable vacancy and opportunity to work with a team of qualified, diverse individuals who will help me to develop my experience and career.

SKILLS

- Strong understanding of the 3D asset creation workflow and tools, high and low poly.
- Knowledge of the 3D sculpting /modelling/texturing pipeline.
- Working closely with concept artists to realize quality environments, props, and characters.
- Designing, prototyping and creating of buildings and landscape objects.
- Knowledge of optimizing Hi-Poly models for mobile use.

Software Skills:

3D Production: Autodesk 3D Studio Max, Zbrush
Texture: Adobe Photoshop, Quixel SUITE, Maxon BodyPaint3D, XNormal
Game Editor: Unity3D
Animation Capture: IpiSoft-Kinect

Programing Language Skills:

C#, C++

Language Skills:

Spanish Native, Fluent English

EXPERIENCE

University of Informatics Science, Cuba (Contract) 2008-2014

Game Artist & Developer

PixellrisLab, France (Freelance) 2010-2014

Game Artist & Developer

EDUCATION

College Degree, Informatics Engineer

University of Informatics Science

La Habana Cuba 2003-2008

Master in Game Programing (Currently studying)

Professional Informatics Center - CIPSA

Spain-Barcelona 2015