CONTACT ME

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in LinkedIn Profile

📍 Las Vegas, NV 89138

EDUCATION

The Art Institute of California - Orange County

Bachelor of Science-Game Art & Design - Graduated with Honors
2007 - 2009

The Art Institute of Dallas

Associate of Applied Arts- Animation Art & Design
2001 - 2003

SKILLS

- Leadership and Management
- 3d Modeling and Texturing
- 2D Art Creation/Digital Painting
- Unity/Unreal Game Engine Expertise
- Particle FX/Lighting/Optimization
- Communication Skills and Critical Thinking

TOOLS

- Autodesk Maya/ 3ds Max
- Unity and Unreal Game Engines
- Adobe Creative Suite
- Zbrush/Substance Painter
- Spine 2D
- Microsoft Office Suite
- PlayCanvas WebGL Game Engine
- Cocos Game Engine

EMILIO
SANTOYO
Senior 3d/2d Artist-Art Lead

ABOUT ME

Respected Team Leader with strong communication skills, able to stay highly motivated, focused and positive at all times with the willingness to go the extra mile and do whatever it takes to get the job done.

Accomplished Artist with proven ability to create detailed assets for the Games Industry. Highly proficient in the technical process of 3D and 2D art creation with a strong sense of quality and the capacity to complete projects on time.

WORK EXPERIENCE

Versus Systems   2022 – 2023

Lead Game Artist

- Define and establish art standards.
- Guide, mentor and develop the art team.
- Create 3D and 2D art assets for WebGL games and Augmented Reality products.

Synergy Blue   2013 - 2021

Senior Lead Artist/Senior 3d Artist

- Managed and mentored the art and animation team.
- Created 3D and 2D art assets for Unity and Unreal game engines for use in casino, web and mobile gaming platforms.
- Particle FX, lighting and optimization in Unity and Unreal game engines.

Santa Monica Studios SCEA   2012- 2013

Environment Artist

- 3D Modeling and texturing for Cinematic and MutliPlayer teams for use on the PlayStation 3 game system.

Papaya Studio   2009- 2011

3D Environment Artist

- Responsible for 3D modeling, texturing, animating and lighting of environments and props for Wii, PlayStation 2, Xbox 360 and PSP game systems.

SHIPPED GAMES

- God of War: Ascension™ (2013) (PS3)
- Toy Story Mania™ (2009) (Wii).
- Ben 10 Alien Force™: Vilgax Attacks (2009) (Xbox360/PS2/PSP).
- Ben 10 Ultimate Alien™: Cosmic Destruction (2010) (Xbox360/PS2/PSP).
- Cars Toon: Mater's Tall Tales™ (2010) (Wii).
- Cartoon Network: Punch Time Explosion (2011) (Xbox360/PS3/3DS/Wii).
- Brothers in Arms: Road to Hill 30™ (2005) (PC/Xbox/PS2).