

# Emilio W. Santoyo

Senior 2D & 3D Artist

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## Professional Profile

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**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 video games and slot machines. 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

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### **Synergy Blue / Senior Lead Artist**

Las Vegas, Nevada/ April 2013 thru Present

Senior Lead Artist for casino, web, and mobile gaming platforms.

Responsibilities:

- Managing the art and animation team
- Interviews and hiring decisions for art team
- Created, implemented, edited, and optimized 3D and 2D scenes
- Provided artistic guidance to artists
- 2D and 3D Character Art: Develop and produce concept, model, and texture characters
- 2D and 3D Environment Art: Develop and produce concept, model, and texture environment assets and props
- FX Art: Create and implement user interface designs, as well as animation special effects for use in games.
- Lighting: Light levels and characters according to defined quality standards, artistic styles, conceptual designs, technical parameters and production goals.

### **SCEA Santa Monica / Environment Artist**

Santa Monica, California/ June 2012 thru February 2013

**God of War: Ascension™** (2013) video game (PS3 exclusive).

- Modeled and textured environments, props, and one character.
- Breakables and their FX for all the multiplayer levels.
- Coordinated with artists and designers to create a more compelling game.
- Use of proprietary game editor.

### **Synergy Blue / Freelance 3d Artist**

Palm Desert, California/ May 2011 thru May 2012

- Modeled and textured environments, props, and characters for applications and games for gambling industry.
- Converted all my 3d assets into 2d sprites.

### **Papaya Studio / Environment Artist**

Irvine, California/ February 2009 thru November 2011

**Toy Story Mania™** (2009) video game (Wii).

**Ben 10 Alien Force™: Vilgax Attacks** (2009) video game (Xbox360/PS2/PSP).

**Ben 10 Ultimate Alien™: Cosmic Destruction** (2010) video game (Xbox360/PS2/PSP).

**Cars Toon: Mater's Tall Tales™** (2010) video game (Wii).

**Cartoon Network: Punch Time Explosion** (2011) video game (Xbox360/PS3/3DS/Wii).

- Full level ownership. Responsible for layout, environment and prop modeling and texturing.
- Lighting (vertex), particle placement and adjustment, and collision volumes.
- Use of proprietary game editor.

## **Gearbox Software / 3d Artist**

Frisco, Texas/ 2004 thru 2006

**Brothers in Arms: Road to Hill 30™** (2005) video game (PC/Xbox/PS2).

**Brothers in Arms: D-day™** (2006) video game (PSP).

- Created detailed weapons, vehicles, environmental models, buildings, and props.

## **Skills**

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- Sketching concept designs and key elements of the visual style
- Comprehensive knowledge of Unreal and Unity game engines.
- High quality texturing both Hand-painted and Photo-sourced.
- In-depth understanding of form, shape, structure, silhouette, scale, proportion and surface properties.
- Scene composition and lighting.
- Flexible to new technology and pipelines.
- Ability to communicate ideas clearly and effectively work in a team.
- Background in Fine Arts (Painting, Drawing, Sculpting, and Music)
- 3D Modeling. (High and low-poly)

## **Education & Software**

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**Bachelor of Science in Game Art & Design**, 2009

The Art Institute of California - Orange County - graduated with Honors

**Software:** 3ds max, Maya, Photoshop, Illustrator, After Effects, Z Brush, Corel Painter, Unity, Unreal Engine, Perforce, Jira, Spine, and Substance