

Nestor Carpintero

<http://www.carpsdesign.com>

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Qualifications: I am a 3d environment and prop artist. I love making video games and take pleasure in any task given to me. I am capable of modeling, UV mapping, texturing and lighting low and high poly models and realizing them in 3D. I am willing to learn and adapt to use any game development technology.

INDUSTRY EXPERIENCE:

Environment Artist

SuperVillain Studios

October 2007 – February 2011

Tron Evolution: PlayStation Portable, iOS (iPad, iPhone, iPod)

- Responsible for the modeling and texturing of sci-fi/futuristic environments.
- Modeled, unwrapped and textured environment props across different game modes.
- Responsible for the lighting and look of the game levels.
- Created exclusive Recognizer Level for the iOS platform.

Fat Princess: Fistful of Cake: PlayStation Portable

- Responsible level optimization of game worlds and props.
- Responsible for the lighting and look of the game levels.
- Modeled, unwrapped and texture original environment props exclusive to the PSP version.

Order Up: Nintendo Wii

- Responsible for the modeling and texturing of interior and exterior restaurants within the game.
- Modeled, unwrapped and texture environment props.
- Responsible for lighting and feel of the environment.

Various Unannounced Titles: Nintendo Wii, PlayStation 3, PC, iOS

- 007:BloodStone, ESPN Highlight Reel, Action, FPS, RPG, Tower Defense

Environment Artist

Collision Studios

August 2007 – October 2007

Jumper Griffin's Story: Nintendo Wii and Playstation 2

- Modeled and texture environments with tightly defined technical guidelines.
- Modeled and textured environment props.

EDUCATION:

Art Institute of California-Orange County

Bachelor of Science, Game Art and Design, September 2007

SOFTWARE SKILLS:

Autodesk Maya

Autodesk 3D Studio Max

Adobe Photoshop

Zbrush

Unreal Editor

Adobe After Effects and Premiere

Adobe Flash

Adobe Dreamweaver

AWARDS:

Future Game Developer: "Verba Volent, Scripta Manet" -9/06

Future Game Developer: "Attitude Excellence Award" -9/06

Future Game Developer: "Attitude Excellence Award" -3/05

Dean's List: 2004-2006