

Eduardo Rojas Jr

3D ARTIST

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Experience

- 2023 **Chillenium**
- Created and textured 3D assets for the game "Pulse"
 - Assets built in Autodesk Maya and textured in Substance Painter
 - Worked in Unreal Engine
- 2023 **Global Game Jam**
- Created and textured all 3D assets for "Project Bunny"
 - Assets made in Autodesk Maya
 - Game made in Unreal Engine
- 2022 **Global Game Jam**
- Made all 3D assets for the game "Cats vs Dogs"
 - All 3D models were made in Autodesk Maya
 - Game made using Unity
- 2021 **Global Game Jam**
- Made sprite animations for the game "Dungeon Dino's"
 - Sprites created in Photoshop and animated in Unity
- 2020 **The Random WikiHow Game Jam #2**
- Developed 2D assets for the game "The Propagation of Bamboo"
 - Made Sprite sheets for animation
- 2019 **Chillenium**
- Created Sprites for the game "Conquest Queens"
 - Art made using Adobe Photoshop and game made in Unity

Skills/Software

Technical

- Maya
- Hard Surface Modeling
- Animation
- Substance painter
- Unreal Engine
- Unity
- Photoshop

Soft

- Communication
- Problem Solving
- Multi-tasking
- Time management
- Team Work

Education

- 2017 - 2023 Sam Houston State University
- BFA in Computer Animation