



# 3D Artist

## JESICA RIOS

### Summary

I am a 3D artist specializing in modeling. My goal is to develop innovative artistic projects while continually enhancing my 2D and 3D skills to contribute to immersive experiences in film and gaming. I possess strong analytical skills, a solid work ethic, and excellent multitasking abilities. As a dedicated team player with a passion for learning, I always strive to do my best.

### Contact

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### Expertise

- 3D Modeling Software
- Game Engine
- Organization Software
- Digital and Traditional Art

### Education

#### 3D ANIMATION AND GAME DESIGN MAJOR

University of the Incarnate  
Word Campus Bajío  
2021 - 2023

#### 3D ANIMATION AND GAME DESIGN MAJOR

University of the Incarnate  
Word  
San Antonio, Texas  
Expected Graduation 2025

### Work experience

#### → Leon Light Fest 2022 *2D Environment Lead Artist*

- León Light Fest (LLF): Annual audiovisual festival in León, Guanajuato.
- In the festival's fifth edition, my team's video mapping project was showcased on the façade of "La Libélula" at Explora Park.
- Designed environments using various digital drawing techniques.
- Won 3rd place award.

#### → UIW Game Jam 2024 *Character and Prop artist*

- Developed a full video game in just 1 week with a team of 5
- In charge of doing props and characters
- Followed the standard video game industry pipeline:
  - Sculpting+ Modeling
  - Texturizing
  - Rendering

#### → UIW Senior Thesis Project 2024-2025 *Videogame Prop Artist*

- Managed multiple projects simultaneously.
- Worked on proxies and block-ins.
- Created UVs, props, and materials.
- Worked on lighting for environments
- Created game documentation packs and presentations to share progress.

### Hobbies

