

Apryl Arrogante

3D Environment and Prop Artist

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Hello, nice to meet you!

I'm a 3D artist enthusiastic to create, collaborate, and explore various environments. My passion and curiosity in world-building and game design power me up to the next level!

Social Media

Instagram - @LowPolyApryl

Twitter - @LowPolyApryl

LinkedIn - /AprylArrogante



Education

University of the Incarnate Word

August 2018 - Anticipating May 2022

BFA 3D Animation & Game Design

Concentration: Modeling

Cumulative GPA - 3.6

Skills

3D Modeling Software

- ❖ Autodesk Maya
- ❖ Zbrush
- ❖ Substance Painter
- ❖ Substance Designer

Game Engine

- ❖ Unreal Engine, Blueprint
- ❖ Unity

Organization Software

- ❖ ShotGrid
- ❖ Microsoft Suite
- ❖ Google Suite

Digital Art Software

- ❖ Adobe Photoshop
- ❖ Medibang Paint Pro

Traditional Art

- ❖ Elements of Design
- ❖ Drawing for Animators
- ❖ Figure Drawing for Animators

Languages

- ❖ Japanese - Conversational

Experience

UIW 3D Animation and Game Design Tutor

September 2021 - Present

- ❖ Helped students of all levels
- ❖ Critiqued student's work
- ❖ Helped teach industry software such as Maya, Vray, Zbrush, Substance Suite, Unity, and Unreal.

Lead Environment Artist and Project Manager for

UIW Senior Thesis Project - Tiny Quest

August 2021 - Present

- ❖ Created props and materials
- ❖ Created game doc packs and presentations to share progress
- ❖ Created an organization system called "Red-light, Green-light" that indicated teammates' progress for a task.

Projects

3D Character Artist

February 2020

- ❖ 3D modeled Sanrio-inspired characters
- ❖ UV'd and textured characters
- ❖ Set-up models for 3D printing
- ❖ Client: Nabila Tasnim

3D Hard-Surface Artist

March 2019 - May 2019

- ❖ 3D modeled weapon and a prop
- ❖ UV'd and textured props
- ❖ Client: Spicer McLeroy