**www.arcallejas.com**

**OVERVIEW**

Professional, open, efficient, and good giving and receiving critique.

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| --- | --- |
| **TOOLS** | **SKILL:** |
| + Adobe Photoshop | + High /Low Poly Modeling, UV Unwrapping |
| + Autodesk 3DS Max, Maya, Mudbox | + Texturing, Concept Art |
| + ZBrush | + Node-Based Scripting (UDK Materials) |
| + Adobe Flash/Actionscript | + 3D Animation/Rigging |
| + UDK, Unity and CryEngine | + Bilingual: Spanish and English |

**INTERNSHIP GAME EXPERIENCE**

**Modeler – Easley-Dunn Productions**  Jun 2013 – Current

* Use tiling textures to create entire environments from single texture sample.

**GUILDHALL GAME EXPERIENCE**

**Lead Artist - Blastrobots** Team of 14 Student Developers Aug 2012 – Dec 2012

* Used UDK Materials editor knowledge to avoid animation saving time and resources
* Used shader knowledge to create energy fields and other sci-fi effects
* Created complex HUD material that used parameters to indicate player health

## Artist- Telesloth Team of 3 Student Developers Sept 2011 – Nov 2011

* Created several multi-layer 2D assets to simulate lighting changes, entrances and exits
* Created an attractive and consistent art style, and composed soundtrack
* Peers voted *Telesloth* “Best Overall Game” and well received during Guildhall exhibition

EDUCATION**The Guildhall at Southern Methodist University:**  Dallas, Texas Aug 2011 – May 2013

* Certificate in Digital Game Development, specialization in Art Creation
* Team Game Project 1 (*Telesloth*) featured during exhibition

**The College of New Jersey:**  Ewing, NJ Aug 2004 – May 2008

* BA in Interactive Multimedia with minors in Fine Arts and Digital Art
* Graduated Magna cum Laude

**ADDITIONAL EXPERIENCEMultimedia Specialist, Marketing Winston-Salem State University:** Winston-Salem, NC Oct 2008 - Dec 2010

* Professional Experience in deadline-driven art tech field
* Shot and edited videos to support campus programs and initiatives with Marketing Director
* Created and managed University presence on social media
* Created motion graphics for a wide variety of displays such as cable television, movie theaters, and stadium displays - including a 45ft display for a softball stadium.

**CONTACT: 336-354-2488 +** **prcallejas@gmail.com**