

VALHALLA VILLARREAL

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3D ENVIRONMENT ARTIST

Game Development | Environment Modeling | 3D Modeling

Creative and detail-oriented 3D Environmental Artist with practical expertise in architectural modeling, asset creation and game development. Skilled at creating 3D assets in a range of game engines. Experienced in overseeing and managing layout, implementation and optimization of environment and interactive objects including models, textures and shaders. Knowledgeable in optimizing game flow, maintaining a texture library and building environment props. Some practical experience working across several gaming platforms with ability to quickly adapt and train on new technologies. Ability to work unsupervised while being a 'hands on' team player, displaying integrity, flexibility and resourcefulness.

Core Competencies Include:

3D Modeling | Environment Modeling | Game Development & Design | PBR Texturing | Digital Sculpting | UV Mapping | Texture Baking | World Building | Prop Design & Modeling | Weapon Modeling | Stylization | Visual Communication | Hard Surface Modeling | Art Direction | Process Improvement

PROFESSIONAL SUMMARY

PRODUCER/3D ENVIRONMENT ARTIST | 2021 – Present

Aerolite Entertainment – Chicago IL

While attending classes remotely at Think Tank, I recruited students from Think Tank and from my former school, Columbia College, to create an online video game. Via Discord we brainstormed game ideas, came up with a concept, assigned tasks per each team member's focus of study, and set out to make our idea a reality. Our ultimate goal has been to use the game to showcase our abilities. From the very beginning I have acted as the Project Lead and as an Environment Artist. As some sites require game developers to list a company name, in order to publish a game, we created Aerolite Entertainment. The team I put together is a true global team with members in South Africa, Switzerland, Italy, Canada and the US. The game development is ongoing. We have targeted early September to publish the game.

Responsibilities

Keeping the team motivated and working together, while facilitating any requests regarding the environment and level art creation process. My first passion is art creation but out of necessity I have continued to act as Project Lead.

- Facilitate any requests regarding environment and level art creation process
- Create distinctive and appealing art for video games.

- Work on improving the whole 3D model's development process to increase quality and efficiency
- Report progress and resolve problems to keep projects on schedule.
- Create high poly and low poly versions of props for texture baking.
- Design and model various environment assets, ensuring the completion of tasks promptly with high quality and within deadlines.
- Supervise and work closely with game designers, technical artists, programmers, sound designers, and 3D artists throughout the production process.
- Deliver and responsible for environment artwork including modeling, texturing, set dressing and lighting
- Coordinate with programming, production, art and design teammates to create innovative and quality game content to efficiently accomplish development goals.
- Support project advancement by delivering documentation for concepts, design, functional specifications and content requirements.
- Provide clear documentation for game developers and voice actors to follow specific naming conventions and formatting.

ENTERTAINMENT MANAGER | 2017 – 2022 Classic – Online

Born out of love for the roleplay site I collaborated with other like minded roleplayers to prevent the take down of Warriorcatclan2.com. The site was a roleplay forum based on a popular YA book series. The original platform ownership had notified us that the platform Wikifoundry had declined in popularity and was scheduled to be shut down. I organized a group of friends that frequented the forum and together we moved it to a new platform, freeforum. We had to recreate the entire site and taught volunteers how to code, in order to re-establish the Classic site. The site was functional within five months and fully operational within twelve months.

Responsibilities

Visual storytelling has always been something that I've been drawn to. Finding this forum allowed me to share my art and the stories that I created with a wide audience. I dedicated all my free time to developing this role-play forum.

- Oversaw the forums design and implementation.
- Developed 100% of the visual landscaping in Inkarnate.
- Coordinated with four other developers to create innovative new coding to make the user experience more fun and easier to navigate.
- Planned and participated in weekly project meetings to develop unique events to draw new members and create unique gaming experiences for existing members.

EDUCATION

Bachelor of Arts, Game Design, Columbia College Chicago, Chicago, IL (2017 - 2020)

CERTIFICATIONS

Specialized Computer Graphics Training Environment Art, Think Tank Training Centre,
North Vancouver (2020 - 2021)

TECHNICAL PROFICIENCY

Microsoft Office Suite | Maya | Zbrush | Substance Designer | Substance Painter | Mud box |
Unreal Engine | Unity | Marmoset Tool bag | V-Ray | Photoshop | Illustrator