



Mariana Anchondo
3D Artist

ABOUT ME

Mexican 21 yo, currently creating a demo videogame of strategy and adventure about the conquest of Mexico, project that I develop to graduate in June 2019

ABILITIES

- Maya Modeling, Retopo, UVs, Rig
- ZBrush Sculpting
- Unity Building and programming
- Photoshop Creating textures and image editing
- Ilustrador Design
- Photography Lightroom
- Video Premiere and After Effects

CONTACT

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PORTAFOLIO

artstation.com/mariananchondo

WORK EXPERIENCE

Comunikha

3D modeler

March 2018 - present

Modeling for different apps of 3D, videogames and modular architecture builded in Unity

Octocode

3D artist

July 2018- October 2018

Concept art, 3D modeling, UVs, textures for a game app

*Remote working

Mighty

Production assistant

October - November 2017

Ave de luz colectivo

Photography and journalism

June 2016 - June 2017

Photograph of public social events, mainly concerts and creation of event notes

EDUCATION

2012
2014

Bachelor Ciencias y Letras

First 3 semesters Tepic,
Nayarit

2015
present

**Digital animation
and videogames**

7th semester Marist University of
Guadalajara, Zapopan, Jalisco

2014
2015

**Bachelor
Cervantes Loma**

Last 3 semesters
Zapopan, Jalisco

LANGUAGES

Spanish - native

English - 80%

French - 30%