

CONTACT

Portfolio

artstation.com/raquelflores +521(477)1344400 raquelflores.m@gmail.com San Francisco,CA.

SKILLS

3D Modeling Sculpting Human Anatomy Hard Surface Modeling Character Design Illustration Animation Team Work Problem Solving

SOFTWARE

Z-Brush Maya Substance Painter Marmoset Photoshop Unity 3DCoat Illustrator After Effects Microsoft Word PowerPoint Excel

LANGUAGES ど INTERESTS

Native Spanish Fluent English Conversational French Plays Violin Literature Board Games

RAQUEL FLORES

Character Artist

SUMMARY

Character artist with experience in 3D modeling, texture painting and human anatomy. Proactive team player with a love for learning.

EDUCATION

M.F.A Game Development		Dec. 2018
Academy of Art University, San Francisco,CA.		
-Character and Hero Props	-Texture Painting	2009-2013
-Dynamic Figure Modeling	-Human Anatomy	
Digital Arts and Animation	-	
Instituto Tecnologico y de Estudios Superiores de Monterrey. LeonGto.		
-3D Modeling	-Digital Painting	
-3D Animation	-Hard Surface modeling	

PROJECTS

Art Director ,Texture Artist Minos, Video Game -Advised a group of 6 artists -Painted illustrations and taxtures for assets	2016
-Painted illustrations and textures for assets -Managed game assets in game engine	2017
Concept Artist, Character Modeler, Texture Artist Yaxal-Mut,Real-Time Character Model	2017
-Designed character concept -Sculpted high resolution	
-Modeled animation ready, low resolution mesh -Created UVs and PBR Textures	

EXPERIENCE

Senior Resident Assistant	2016-
Campus Living Villages, San Francisco,CA.	Present
-Responded to emergencies	
-Coached a team of 5 Resident Assistants	
-Developed an inclusive community among 200 residents	
-Mediated and provided conflict resolution	
Illustrator and Animator	2013-2015
Difraxion Group, Leon, Gto.	
-Created illustrations and Graphic Design solutions for advertising	
and educational purposes	
-Produced 3D and Motion Graphics animations	
-Created concepts for branding and advertisements	

AWARDS

Featured Artist	2018
Academy of Art University Spring Show	2017
Art Director,Texture Artist Nominated Best Game NXTUP FEST ('Minos')	2017
Featured Artist	2017
Academy of Art University Spring Show	
Scholarship Winner	2015
Mexican National Fundfor Culture and Arts	