

Esperanza Rodríguez Cantarero

3D Artist

EXPERIENCE

Orbital Ignition Interactive: 3D/texture artist. (2025)

- ❖ 3D modeling of low poly props and buildings, retopology and creation of LODs
- ❖ Creation of UVs and texturing of models following a cartoon style.
- ❖ Verifying the integrity of all models and fixing any issues prior to Unity integration.
- ❖ Importing 3D models into Unity, creating materials, and assigning them to the models.

Nowarts Studio: Texture Artist. (2024)

- ❖ Optimization and preparation of the unwrap for subsequent texturing.
- ❖ Creation of textures in a cartoon style using Substance Painter.
- ❖ Baking and optimization of textures for later integration into a game engine.
- ❖ Design of logos, posters, glass, and typography.
- ❖ Preparation and export of textures for inclusion in Unity.

La Bicicleta: 3D modeler. (2023)

- ❖ 3D modeling of interactive environments and props with realistic texturing in 3DMax.
- ❖ Creation of textures in Substance Painter and logos in Photoshop.
- ❖ Video compositing in Premier and creation of special effects with After Effects.
- ❖ Assembly and maintenance of electronic equipment (cameras, monitors, computers, LED and digital screens, socket assembly).

PROJECTS

Far Beyond The Horizon: Videogame demo. (2022)

This project is the demo of a 2D video game. My role is based on assembling the pieces in Unity to form the different scenarios of the game and ensuring that the assembly is viable. Enemy placement with their corresponding animations and attack patterns. Inclusion of audio and sound effects. Script writing and character development.

SOFTWARE

3D Max, Substance Painter, Substance Stager, After Effects, Photoshop, Premiere, Da Vinci, Audition, Unity, Unreal Engine, Office Package.

LANGUAGES & EDUCATION

Spanish: Native, English: B2+

3D Modeling and Videogame Creation. Year: 2020-2022

Institution: IFP Alcalá.



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Portfolio



YouTube



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