

Valentina J Pineda. 3D Artist.

Digital Animator, 3D Generalist specialized in 3D Environment & Texturing. Knowledge on 3D Stylized/Semi Realistic props and assets, and their respective texture styles and pipelines.

Work Experience

3D Generalist, (Jr.) 3D Environment Artist at Octeto Studios (RPG Game)

Intern to full-time employee.

April 2023 - August 2024.

- Stylized 3D asset and prop modeling and texturing.
- 3D character (creatures) sculpting, topology and texturing.
- Concept Art for hard-surface assets.

Main Level Designer, Texture Artist at ATLAS XR (VR Battle Royale Game)

Part-time.

August 2023 - August 2024.

- Weapon cosmetic texturing, with pre-baked lighting.
- Level Design on Unreal Engine and Blender.

Main Visual Developer, Texture Artist at MINDIFF (MOBA Game)

Full-Time limited contract.

October 2024 - January 2025.

- Full visual development on a new aesthetic for environment and characters/creatures.
- New stylized material preset for custom shading/engine system.
- Asset, characters/creatures and prop texturing.

Education

- *Digital Animation* with specialization in Concept Art and 3D Environment Art/Level Design.
DUOC UC, Chile.
2017-2023
- *Summer Workshop on Matte Painting.*
School of Visual Arts NYC, USA.
2017

Skills

3D Modeling; Maya and Blender.

3D Sculpting; ZBrush.

Texturing; Substance Painter, Substance Designer and Adobe Photoshop.

Basic knowledge on asset/prop import to Unreal Engine, including material set-up.

Contact & Portfolio

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