

Valentina Pineda Quilodrán. 3D Generalist. Digital Animator.

Digital Animator, specialized in 3D Environment Art/Texturing. Knowledge on stylized 3D assets, props and their respective texture styles.

Work Experience

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

Intern to full-time employee.

April 2023 - August 2024.

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

Part-time.

August 2023 - August 2024.

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

Full-Time limited contract.

October 2024 - January 2025.

Level Designer & Set Dressing at ATLAS XR (VR Sandbox)

Part-time.

August 2025 - November 2025.

Texture Artist at Confused Phoenix Games (Cozy First Person Farm & Life Sim Game)

Part-time.

July 2025 - On-Going on demand.

-
- *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: ValeJPineda@valejpart.com | valejpart.com