**Jose Pinerua** 3D/2D Artist & Game Developer

digitalPinerua.com digitalpinerua@gmail.com www.linkedin.com/in/jose-pinerua 503 - 443 - 0519

**Essential Skills**

Project Management Teamwork Motivated Punctual Quick Learner

Alert Analytical Problem Solver Customer Service

**Technical Skills**

3D Animation & Modeling 2D Animation Rigging Concept Art Development

Game Development & Design Storyboarding Infographic Design Front-End Design

Data Visualization Web Design HTML5 & CSS3

**Software**

Unreal Engine 5 Autodesk Maya Adobe Substance Painter GitHub Unity Blender Adobe After Effects Slack Twine Cinema 4D Adobe Illustrator Basecamp

SketchUp Adobe Premiere Pro Adobe Photoshop

**Language**

Fluent English & Spanish

**Recent Projects**

**DATA ENTRY: Portal** 3D/2D Lead Animator , Modeler & Game Developer | 2023 - Present

The Re-envisioned of the 1986 game originally created by Rob Swigart’s and published by Activision.

* Led the animation team.
* Developed VR (Virtual Reality) environments with Maya and Unreal Engine 5.
* Designed, Modeled, Textured, Rigged, and weight painted Main Assets & Main Characters.
* Compiled, edited & imported animations and assets in Unreal Engine 5.

**War & Human Nature** 3D/2D Lead Animator & Modeler | 2022 https://vimeo.com/802544718

Inspired by the interaction between humans and machines, this 3D & 2D animation focuses on human behavior & its relationship with social conflicts. Pulling from a sci-fi post-apocalyptic style.

* Composited illustrated storyboarding.
* Designed, Modeled, Textured, Rigged, and weight painted Background Assets & Characters.
* Animated character and background assets with the use of MASH & Blend Shapes.
* Rendered the entirety of the animation with Arnold Maya and edited the final animation with Adobe After Effects.

**Pawn of The Dead** 3D/2D Lead Animator & Modeler | 2021 https://vimeo.com/655074408

3D animation that explores the conflict between two factions and the consequences of them

actions, designed in a thriller style.

* Composited illustrated storyboarding.
* Modeled, Textured, Rigged, and weight painted Background Assets & Characters.
* Developed, planned, and created environments with proper lighting.
* Animated character and background assets.

**Education**

B.A. in Digital Technology & Culture

The CMDC of the Department of the Digital Technology & Culture

Washington State University Vancouver, Graduated 2023

Game Studies & Design Certificated , 2023