

**Emilio W. Santoyo**  
3d Model and Texture Artist  
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## Professional Profile

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**Accomplished 3d Artist** with proven ability to create detailed models for both architectural and organic environments. Highly proficient in the technical process of 3D art creation with a strong sense of quality and the capacity to complete projects on time.

**Respected Team Member** with strong communication skills, able to stay highly motivated, focused and positive at all times with the willingness to go the extra mile and do whatever it takes to get the job done.

## Work Experience

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### **SCEA Santa Monica/ Environment Artist**

Santa Monica, California/ June 2012 thru February 2013

**God of War: Ascension™** (2013) video game (PS3 exclusive).

- Modeled and textured environments, props, and one character.
- Breakables and their FX for all the multiplayer levels.
- Coordinated with artists and designers to create a more compelling game.
- Use of proprietary game editor.

### **Synergy Blue/ Freelance 3d Artist**

Palm Desert, California/ May 2011 thru May 2012

- Modeled and textured environments, props, and characters for applications and games for gambling industry.
- Converted all my 3d assets into 2d sprites.

### **Papaya Studio/ Environment Artist**

Irvine, California/ February 2009 thru November 2011

**Toy Story Mania™** (2009) video game (Wii).

**Ben 10 Alien Force™: Vilgax Attacks** (2009) video game (Xbox360/PS2/PSP).

**Ben 10 Ultimate Alien™: Cosmic Destruction** (2010) video game (Xbox360/PS2/PSP).

**Cars Toon: Mater's Tall Tales™** (2010) video game (Wii).

**Cartoon Network: Punch Time Explosion** (2011) video game (Xbox360/PS3/3DS/Wii).

- Full level ownership. Responsible for layout, environment and prop modeling and texturing.
- Lighting (vertex), particle placement and adjustment, and collision volumes.
- Use of proprietary game editor.

## Skills

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- 3D Modeling. (high and low-poly)
- High quality texturing both Hand-painted and Photo-sourced.
- In-depth understanding of form, shape, structure, silhouette, scale, proportion and surface properties.
- Scene composition and lighting.
- Flexible to new technology and pipelines.
- Ability to communicate ideas clearly and effectively work in a team.

## Education & Software

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**Bachelor of Science in Game Art & Design**, 2009

The Art Institute of California - Orange County - graduated with Honors

**Software:** 3ds max, Maya, Photoshop, Zbrush, Corel Painter, UDK, nDo, CrazyBump, X Normal, and Dreamweaver