

Job Request dated from 01/11/2021

3D character artist

Name: Bruno Pellegrino
Age: 29

Contact

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Description

Type of employment: Full-time
Entry date: immediately
Place of work: Worldwide (Remote)

Looking for a opening (remote) as a 3D character artist for games.

I am currently working part time in a Indie company for a game called Anzen.

I have good knowledge on modeling, sculpting, texturing and optimization for games.

Software known:

- Zbursh
- Maya
- Substance
- Marmorset
- Unity (beginner)

<https://www.artstation.com/brunopellegrino>

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