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[LinkedIn Profile](#)

Experience

Senior Level Artist

(Gearbox Software Nov 2020-Present)

- Currently working as a level artist for the upcoming game Tiny Tina's Wonderlands
- Responsible for set dressing, composition, and designing worlds in UE4
- Work in collaboration with Level Designers and Content artist to bring life to worlds
- Current responsibilities include managing maps from begging to end.
- Responsible for doing quick proxy kits for quick Combat setups, and for concept work
- Responsible for communicating with Level design and Mission design on Updates on the map to better integrate all the fun elements that comprise the game.
- Landscape terrain painting, decal placement, interior and exterior architecturally sound buildings that represent the borderlands style with a bit of structural logic and realism to the art.

Senior Level/Environment Designer

(Id Software 2020)

Senior Environment Artist

(Id Software 2019-2020)

Environment Artist

(Id Software May 2015-2019)

- Strong asset creation, modeling, texturing and World Building skills.
- Responsible for making worlds come to life from its inception to completion.
- Created 2d illustrations for the creation of level layouts and 3rd read art details.
- Responsible for the art and design of various maps for DOOM, DOOM ETERNAL and Ancient Gods part 1 and 2 DLC.
- Collaborated with Game director, Art leads and Designers to achieve the highest quality standard possible.
- Strong Knowledge in level design and asset creation workflows.
- Strong organizational skills and ability to manage multiple projects.
- Traditional art, sketching and drawing skills.

Shipped Titles

- DOOM ETERNAL
- DOOM ETERNAL: The Ancient Gods part 1 (DLC)
- DOOM ETERNAL: The Ancient Gods part 2 (DLC)
- DOOM (2016)
- DOOM: Unto The Evil (DLC)
- DOOM: Hell Followed (DLC)
- DOOM: Bloodfall (DLC)
- DOOM: VFR (VR)

- QUAKE Champions
- Wolfenstein: The New Colossus

Education

CG Master Academy (CGMA) Advanced Substance for Environment Art	Dec 2020
CG Master Academy (CGMA) Vegetation and Plants for games	Dec 2020
Full Sail University Bachelor of Science Degree in Game Art	May 2015
Polytechnic University of Puerto Rico Bachelor of Architecture	June 2009

Software Experience

- MODO
- MAYA
- Z-brush
- Photoshop
- Substance Painter
- Substance Designer
- Unreal 4
- Blender 2.94