

ERIC ROBLES

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OBJECTIVE

I am an artist with a drive for all things 3D, especially organics. I put a heavy emphasis on the story within games and art for the culmination of methodical and well thought out aesthetics.

SKILLS

Maya, 3DS Max: 3D Modeling, UV unwrapping, Rigging, Xgen, Animation, Cloth and MASH simulating

Arnold: Presentation, Lighting

Marmoset: Presentation and High to Low Baking

Photoshop: PBR Texturing, Texture Tiling, Hand Painted Texturing, Photo Manipulation, Digital Painting.

Substance Painter: PBR Textures, Baking.

Zbrush: Organic and Hard Surface Modeling, Zmodeler

Unreal: Asset Importing, Material Blueprinting, Level Blueprinting, Animation Blueprinting, Control Rigging, and Level Sequencing.

EXPERIENCE

Young Rembrandts – Drawing Instructor

7/11/25 – Present

- Instructs children from grades K-5 on how to draw and color while emphasizing step-by-step instruction of a weekly lesson.
- Prototyped a behavior chart to reward good behavior and minimize poor behavior.

Southern Methodist University: IMVI: Echoes of Harmony – Lead 3D Artist

6/01/24 – 12/18/24

- Led a team of 5 artists on a team of 23 developers.
- Rigged the main character and collaborated with programmers on animation implementation.
- Contributed to the game design and art aesthetic within the leads team.
- Attended stakeholder meetings and presentations for feedback
- Created documentation for consistency of the models and style.

Chick-Fil-A on Ina and Thornydale, Tucson, AZ – Back of House Team Member

01/21/23 – 8/07/23

- Filled the multiple roles of the kitchen and food preparation.
- Prioritized sanitation in all food preparation roles.
- Trained new team members in kitchen roles.
- Communicated effectively to avoid setbacks and delays.

EDUCATION

Academy of Art University – San Francisco, CA

Graduated Summer 2019 - Fall 2022

Bachelor of Fine Arts in Game Development, *Emphasis on Character Modeling*

GPA: 3.65

Southern Methodist University – Dallas, TX

Withdrawn: Fall 2023 – Fall 2024

Masters of Interactive Technology in Digital Game Development *with a focus on Art Creation*

GPA: 3.2 as of Fall 2024

COMMUNICATION

Presentation: During my time at SMU, I frequently led presentations on the stages of art development to stakeholders. I then transferred the feedback and information to the members of the team.

Environment: It was important for me to foster a friendly environment where members were comfortable to ask questions and raise concerns without fear or feeling they would be ignored.

Individual: I checked on members of the team individually in one-on-one meetings that were very casual where I would listen to other's concerns.

Response: I then take the time to hear the person and respond appropriately once I have processed the information.

LEADERSHIP

As a leader, I place an importance on people knowing what to work on and how to work on something. I have achieved this by creating documentation and task planning. As a leader, I will always enable the people working under me by doing my utmost to assist despite possibly not having much expertise in the area they are asking; with time, I can get them an answer or solution.