

# Eric Robles

## 3D Artist



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Tucson, AZ; Willing to relocate

### SUMMARY

I am an artist with a drive for all things 3D, especially organics. I enjoy any collaboration which results in the culmination of a superior final product. I place a heavy importance on the narrative within game development and 3D art.

### EDUCATION

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

Graduated Fall 2022

### PROFESSIONAL SKILLS

- Agile Game Development
- Task Organization
- Project Coordination and Delegation
- Detailed Constructive Criticism and Feedback
- Timely Completion of Projects
- Attentive Listening and Thoughtful Responses

### PERSONAL SKILLS

- Calm Attitude
- Troubleshooting
- Analytical Thinking
- Creative Solutions
- Tenacious Work Ethic
- Drive to learn

### EXPERIENCE AND SKILLS

UNREAL: "IMVI: ECHOES OF HARMONY" LAUNCHED MARCH 6<sup>TH</sup> 2025 ON STEAM  
Lead 3D Artist | Southern Methodist University | Dallas, TX

- **Lead** a team of **5 artists** on a team of 23 including artists, programmers, level designers, and producers.
- **Rigged main character** and worked with programmers to implement animations.
- **Contributed to game design and art aesthetic** within the leads team to be translated into planning.
- **Attended meetings with stakeholders for feedback** to then be translated down to tasks for the team.
- **Gave general artistic feedback** on all 3D assets, VFX, UI, and texture work.
- **Gained experience** communicating with individuals where **English was not their first language**.

### FOOD SERVICE

JAN 2023 - AUG 2023

Back of House Team Member | Chick-Fil-A | Tucson, AZ

- Filled multiple evening roles including: **Frying, Packaging, Breeding, Dishwashing, Cleaning, and Closing.**
- **Prioritized sanitization and food safety** in above roles.
- **Trained** new team members in all the roles.
- **Communicated clearly and effectively** to members in the other roles to avoid setbacks.

### DIGITAL ART SKILLS:

- **Maya, 3DS Max:** 3D Modeling, UV unwrapping, Rigging, Xgen, Animation, Arnold Rendering.
- **Photoshop:** PBR Texturing, Hand Painted 3D Texturing, Photo Manipulation, Photo bashing, Digital Painting.
- **Substance Painter:** PBR Textures, Baking.
- **Zbrush:** Organic and Hard Surface Modeling.
- **Unreal:** Import of assets, Material Blueprinting, Level Blueprinting, Animation Blueprinting, Control Rigs, and Level Sequencing.

### TRADITIONAL ART SKILLS:

- **Clay:** Head and figure. Body écorché.
- **Sketching:** 1 and 2 point perspective. Human proportion.
- **Composition**
- **Color and Value**

### FUN FACT ABOUT ME:

I am dedicating the right side of my body for tattoos of the shipped games I work on.