

Tony Galindo

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Summary:

Eight years combined educational and professional experience focused around the game industry. Maintains clean and attentive work flow for both high and low poly modeling as well as UV unwraps. Confident in ability to take assets from start to finish. Proven to work well in a stressful environment and maintain strong communication between team members.

Skill Set:

- Autodesk 3ds Max
- Autodesk Maya
- Adobe Photoshop
- Modular Building
- Quixel Suite
- Unity
- Unreal3 Engine
- Unreal Development Kit
- UV Unwrapping
- X Normals

Work Experience:

Juggernaut Games

11/2011 – 2/2015

Lead Prop and Environment Artist

StarCrawlers (PC/Mac/Linux)

2013 – 2015

- Responsible for the creation of most asset modeling, and engine integration prior to early access
- Assisted in level design, room set up, and tile set layouts for procedural generation
- Assisted in final lighting & material set ups in Unity for all tile sets

Sony PlayStation Home Content Creation (PS3)

2011 – 2013

- Gather concepts and reference to create content for studio store within Sony PlayStation Home
- Assist in optimization and content creation for Sony provided contracts
- Met tight two week project deadlines for “Adventure Packs” created for Sony PlayStation Home

Creative Experience:

Sony Online Entertainment Mentorship Prototype

10/2010 – 3/2011

Team Cloud Cub: Project Stratus Lab 5000 - Lead Modeler

- Created assets off concept created by Art Lead
- Optimized group assets and unwraps for game engine
- Maintained communication between Art Lead and other modelers to keep within deadlines
- Assigned assets to team members to ensure productivity

Education:

The Art Institute of California – San Diego, Bachelors of Science, Game Art and Design 2008 – 2011

- Ambassadors Club from April 2009 – September 2011
- Autodesk 3dsMax Tutor from June 2010 – March 2011
- “Creating foliage and Organic Environments” Charles Bradbury (**High Moon Studios**) August 2010
- “Game Assets Pipeline” William Kowach (**Day 1 Studios**) September 2010
- “3ds Max Boot camp” Don Ott (**High Moon Studios**) August 2011