







六 AARON RUGAMA

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Birth  
19/05/98

Based in  
Madrid, Spain

Languages  
Spanish  
English

Extra curricular

Volunteer at COSOCIAL  
Volunteer at NaviDarte

# Aaron Rugama García

*"One day I heard that a **technical artist** is some kind of glue that connects art and programming in a video game... since that day, I've been wanting to be glue"*

## Experience

### TECHNICAL & 3D ARTIST

Motor & Sport Institute - Madrid - Oct 2018./ Mar 2020 - Internship -

### AUXILIARY TECHNICIAN - VR LABORATORY

UFV - Madrid - Sep 2018 / Jun 2019 - Internship -

### QA TESTER

Fictiorama Studios - Madrid - Sep 2017 - Internship -

### SEQUENCE & CINEMATIC MANAGER

Animatoon Studios - Madrid - Aug 2017/ Sep 2017 - Internship -

## Professional Skills

**Team building:** Social empathy  
Social leadership  
Goal oriented  
Interpersonal communication

**Project Management:** GitHub  
SourceTree  
Trello  
Microsoft Office & Google Apps

**Videogame editors:** Unity  
Unreal

**Programming language:** C#  
C++  
Python  
Blueprints Visual Scripting

**3D Artist:** ZBrush  
Substance: painter/designer  
3ds Max Studio  
Maya  
Houdini  
Photoshop

## Studies

### VIDEOGAMES DEVELOPMENT & DESIGN DEGREE

University Francisco de Vitoria - Madrid

Design and Development of video games, expert in  
Technical Artist, Design and Interactive content - Sep 2016 / May 2020 20

### BACHELOR OF ARTS

IES Bernardino de Escalante - Laredo - 2016