



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 - **Currently** - Internship -

AUXILIARY TECHNICIAN - VR LABORATORY

UFV - Madrid - **Currently** - Internship -

QA TESTER

Fictiorama Studios - Madrid - 2017 - Internship -

SEQUENCE & CINEMATIC MANAGER

Animatoon Studios - Madrid - 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 - **Studying**


Design and development of video games, expert in Technical Artist, design and interactive content - **Currently**

BACHELOR OF ARTS

IES Bernardino de Escalante - Laredo - 2016

 www.aaronrugama.com

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Mail

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Mobile

656771877

Birth

05/19/98

Nationality

Spanish

Extra curricular

Volunteer at COSOCIAL & NaviDarte

Languages

English
Spanish

