

Mauricio Redondo

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PERSONAL SUMMARY

As a person I am a highly selfmotivated team player who always enjoy helping others. I have a very solid understanding and sense of traditional art skills such as lighting, composition, form, color and scale. Something I am very passionate about is to always improve and work hard to produce high quality professional work. I have a great eagerness to always learn something new and to keep getting better.

I love games and everything about them and I can't think of anything else I would rather work with. A few other things I really enjoy are reading, taking long walks and watching a ton of art.

WORK EXPERIENCE

Arrowhead Game Studios **2014 Aug – Current**

Unannounced AAA Project

Helldivers

Gauntlet

- World building, creating props, lighting, set dressing, prototyping, R&D'ing

MachineGames

2012 Aug – Aug 2014

Wolfenstein – The Old Blood

Wolfenstein – The New Order

- Responsibilities include creating foliage, props, stamps, vehicles and world geometry, assisting animators and game/level designers, iterating levels, creating new map sections and more

Arrowhead Game Studios

2012 Jan – Jun

Cancelled Title

- Responsible for a large variety of tasks, from working with props and assets to preparing, art dressing and lighting various environments

Swedish Game Awards

2010

Annual Swedish Game Competition

- I was involved with a group of 14 people, creating art assets for our game during an 8 week period

Swedish Game Awards

2005-2008

Annual Swedish Game Competition

- Participated in a group of 5 people in creating video games for the competition
- We recieved an honorable mention two years in a row from the jury

Enter The Garden

2007

3D Animation School

- Internship during a 9 week period

SOFTWARE

Unreal Engine 4	Z-Brush	Adobe Photoshop
Stingray/Bitsquid Engine	Substance Designer / Painter	Marvelous Designer
IdTech5 Engine	TopoGun	Quixel Suite
Luxology Modo	Autodesk Maya / Max	3D-Coat

EDUCATION

Luleå University of Technology Computer Graphics	2008-2011
Mediagymnasiet Media with focus on 3D graphics	2005-2008
Grimstaskolan Elementary School	1996-2005

LANGUAGES

Swedish	Native language
English	Fluent in both speech and writing
