

# VIRGILIO RAMON LASAGA

3D ARTIST

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## SUMMARY

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3D artist skilled in digital sculpting, hard surface modeling, and UV unwrapping. Currently seeking an opportunity to apply 3D modeling skills for collaborative projects within a team of dedicated developers and designers who are passionate about their projects.

## EDUCATION

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### MASTER OF ARTS, DIGITAL ARTS & SCIENCES

JUL. 2018 – MAY 2019

UNIVERSITY OF FLORIDA | GAINESVILLE, FL

- Conceptualized, proposed, and developed C# programming solutions for team projects
- Advised art team in developing the asset pipeline for the capstone project
- Oversaw the optimization and integration of assets for my cohort's capstone project

### BACHELOR OF ARTS, DIGITAL ARTS & SCIENCES

AUG. 2016 – MAY 2018

UNIVERSITY OF FLORIDA | GAINESVILLE, FL

- Worked with a peer to create a 3D environment for UE4 as our senior project
- Received the Digital Worlds Institute Director's Award for the 2018 graduating class
- 1 of 200 selected students in the 2017-2018 University Scholars Program

## WORK EXPERIENCE

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### 3D ART INTERN

JUN. 2017 – AUG. 2017

IMMERSED GAMES | GAINESVILLE, FL

- Modeled 3D environment assets for *Tyto Online*
- Worked within the art asset creation pipeline using Trello and Perforce

### STUDENT ASSISTANT, DIGITAL MEDIA LAB

NOV. 2014 – MAY 2016

COLLEGE OF CENTRAL FLORIDA | OCALA, FL

- Tutored students in the Adobe Creative Cloud suite
- Designed both print and web marketing materials for the College's Fine Arts department
- Responsible for overseeing and maintaining lab equipment

### ART/QA TESTER INTERN

JUN. 2011 – DEC. 2011

TRENDY ENTERTAINMENT LLC | GAINESVILLE, FL

- Modeled various art assets for a historical project that the studio was developing
- Worked within the art pipeline for importing assets from 3DS Max to UDK
- Utilized ZBrush to sculpt organic textures for various environment assets

## TECHNICAL SKILLS

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Maya, 3DS Max, UE4, Unity, ZBrush, Substance Painter, 3D Coat, xNormal, Adobe Photoshop