



MARIANA
HERNÁNDEZ
PARDO

CONTACT

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SOFTWARE

MAYA - BLENDER - C4D

UNREAL ENGINE 4 - UNITY

SUBSTANCE PAINTER - MARI

SUBSTANCE DESIGNER

ZBRUSH - MUDBOX

MARMOSET TOOLBAG

ADOBE CC

VRAY - OCTANE - ARNOLD

MARVELOUS DESIGNER

PROFILE

I'm a 3D Environment Artist and multidisciplinary designer, with a bachelor's degree in Interactive Design and experience in 3D and 2D Art, animation, graphic design, photography and UI/UX design both for games and advertising.

LANGUAGES

○ **SPANISH** ○
native

○ **ENGLISH** ○
IELTS CERTIFIED

EDUCATION

○ THINK TANK TRAINING CENTRE / 2019 -2020

Completed the 3D asset creation program specializing in game environments and mentorship program in Vancouver Canada

○ UNIVERSIDAD IBEROAMERICANA / 2014 - 2018

Bachelor's degree in Interactive Design, where I learned 3D Modelling, Animation, Illustration, Game Design and Development as well as Web Design and programming.

○ CONCORDIA UNIVERSITY / 2017

Exchange semester abroad in the Computation Arts program in Montréal, Canadá.

○ ADVANCED 3D RENDERING COURSE/ 2017

3D Lighting and texturing course using Cinema 4D and Octane renderer at Estudio Medellín.

○ SOCAPA / 2013 y 2014

Photography and digital retouching course (2013) and analog photography plus advanced digital retouching course (2014) in New York City at the School of Creative and Performing Arts.

○ ENGLISH IELTS CERTIFICATION / 2013 & 2017

Aproved on both occasions with a band score of 8.5.

EXPERIENCE

- **LEAD 3D ENVIRONMENT ARTIST (VR PROJECT) - VEO VEO STUDIOS / 2021 - CURRENT**

Working a 3 month contract remotely as lead environment artist for a VR project, tasked with creating various environments that run smoothly on VR and giving direction to prop artists.

- **3D ENVIRONMENT ARTIST , WEB DESIGNER/DEVELOPER , UI/UX DESIGNER , GRAPHIC DESIGNER & 2D ARTIST - CYBERSPLINE GAMES / AUGUST 2020 - AUGUST 2021**

Worked and shipped "Boombox " a rhythm VR game. I created all of the graphic design, UI/UX, some props, environments and 2D artwork for the game as well as external marketing materials such as the websites, logos and social media content for both Boombox and Cyberspline.

- **FREELANCE ENVIRONMENT ARTIST / 2020**

Worked a short contract with Reflect studios to create, optimize and texture entire scenes in the shipped game "Scrutinized".

Worked with the studio Hit Factor to develop the artstyle of a new game proposal for Bandai Namco.

- **3D ENVIRONMENT ARTIST (VR PROJECT) - VEO VEO STUDIOS / 2020**

Worked remotely as an environment artist for a VR project, tasked with creating vast outdoor spaces that could run smoothly on VR. The project was suspended due to the pandemic.

- **ART DIRECTOR/GRAPHIC DESIGNER - MARABUNTA MX / 2019 - 2020**

In charge of the graphic development of multiple brand identities for small companies as well as several banking platforms with clients such as Visa and Mastercard. In charge of UX/UI design for several mobile apps, logo design, motion graphics, graphic identity manuals as well as promotional videos and presentations. Head of a small creative team and lead on 2 client projects. All work was done remotely.

- **LEAD DESIGNER, 3D ARTIST AND ANIMATOR - LEXEMA / 2018**

Tasked with graphic development of multiple brand identities on social media such as 2XU, Cadencia 360 and Challenge Family. I was also in charge of creating original content for 12 brands' mayor social media platforms in diverse formats ranging from still images to 3D animations and motion graphics.

- **SOCIAL SERVICE AT AMEXTRA / SPRING 2018**

480 hours of work as a graphic designer, product photographer, digital retoucher, video editor, social media content creator and Illustrator in a mixed home office and on site setting.

- **FREELANCE PHOTOGRAPHY / 2012 - 2018**

Worked various events, studio & outdoor photoshoots as well as selling my artistic photographs.

- Exhibition of Artistic Photographs at Triana academy (2014)

- **TELEVISA EDITORIAL (MOTORPRESS) / FALL 2016**

Internship where I was tasked with the design of animated web banners, social media content and digital retouching of images for different magazines such as Men's Health, Women's Health, Runner's, Triathlon and Bike

ACHIEVEMENTS

- **PHOTOGRAPHIC EXHIBITION AT THE MODO / 2015**

One of my photographs was chosen to represent my University at an exhibition of the Museum of the Object in México City. The photo was in the exhibition for 3 months.

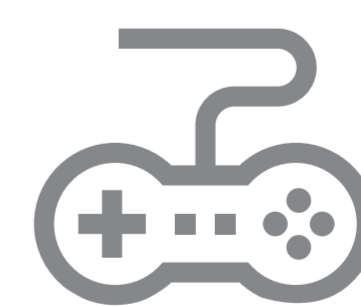
- **EMERGING LEADERS OF THE AMERICAS SCHOLARSHIP / 2017**

Scholarship granted by the canadian government due to excelling academic performance in order to facilitate my semester in Montréal.

- **IBERO PHOTO CONTEST FIRST PRIZE WINNER / 2018**

Won first prize for a photography contest held by the Universidad Iberoamericana which resulted in the exhibition of the image at the University for 2 months as well as its publication in the local magazine.

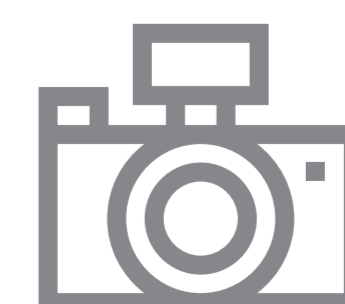
HOBBIES



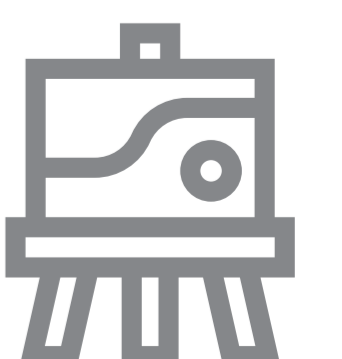
Games



Reading



Photography



Drawing