

DOMONICK BUSTAMANTE

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Q U A L I F I C A T I O N S A N D S K I L L S

3D Generalist

Preference toward environment art, level design and layout, and mission design

Organic and hard surface modeling

Unwrap models for optimal UV space

Procedural texturing and Dynamic lighting

Set dressing and asset placement

Level prototyping

Work well with direction, concepts, and teams

S O F T W A R E A B I L I T I E S

Modeling software: 3DSMax and Maya

Sculpting software: Zbrush and Sculpttris

Game Engines: UE4, UDK, Unity, and Construct

E X P E R I E N C E

GAME WIZARDS

SANTA MONICA, CA

Lead Level Artist (COSMIC)

- Create concept for level and layout, for specific world regions throughout game
- Making asset lists to pass on to the environment artists
- Modeling key assets for level, and skinning/rigging to animate for a dynamic experience
- Making realistic textures in Photoshop
- Unwrapping all assets from environment team, for optimal UV space usage
- Placement of assets in Unity to work cohesively with the original level concept

Environment Artist (HEATSTROKE)

- Create all environment art for final approval level
- Re-design level events and level layout
- Modeling, Unwrapping in 3DS Max
- Making realistic textures in Photoshop
- Using textures to make materials in UE4
- Customizing and exporting models, to work in UE4, including light maps
- Placement of assets in UE4 to work with level design/layout

Level Designer/Artist (DRAGON WALKER)

- Hand-painting all environment assets, and character sprites in Photoshop
- Level layout, asset placement, and mission design
- Making specific assets that animate, with different sprites per animation

E D U C A T I O N

The Art Institute of California, Los Angeles
Bachelor of Science, Game Art & Design
Awards: Best of Quarter