

# NINA ROMAY (1996-03-13)

3D Modeler

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Videogame Design graduate student, specialized in 3D modeling. Speed sculpting is one of my strengths. Looking for challenges to improve and grow as an artist.

## • SOFTWARE PROFICIENCY

Maya (*Modeling, Retopology, Mapping, Normal Baking, Animation, Rendering*)

3Ds Max (*Modeling, Mapping, Rigging, Animation, Rendering*)

Zbrush (*Modeling, Texturing*)

Photoshop (*Drawing, Illustration, Concept Art, Photographic manipulation*)

3D Coat (*Texturing, Rendering*)

Substance Painter (*Texturing*)

Adobe After Effects (*Particle Animation, Video Edition*)

Adobe Premiere Pro (*Video/Audio Edition, Composition, 2D Animation*)

*Currently learning ... Blender, Substance Designer*

## • EXPERIENCE

3D MODELER/ANIMATOR - 3DEDUCATIVO: [HTTP://3DEDUCATIVO.COM/](http://3DEDUCATIVO.COM/) 05/18-- 09/18

Arrollomolinos, Madrid

*Particle Design and Animation with (Adobe After Effects)*

*3D Modeling/Mapping/Rigging/Animating/Rendering (A.3DsMax and A.Maya)Texture Painting (Photoshop+3D coat)Concept Art (PS+Traditional on paper)*

3D MODELER - Dark Ponys - *current*

Remotely

*3D Modeling/Mapping/Texturing (Zbrush, A.Maya, 3D coat)*

*Organic/Inorganic*

- **EDUCATION**

**ADVANCED TECHNICAL DIPLOMA IN 3D, GAMES AND INTERACTIVE ENVIROMENT**

2016-10 - 2018-06

Concept Art (linework, volume, color, composition, anatomy, character and enviroment design, traditional art)

Audiovisual Narrative, Audiovisual Composition (Adobe After Effects, Adobe Premier Pro)

Advanced 3D modeling (3D anatomy, retopology, mapping, texturing) (Zbrush, Autodesk Maya)

3D Animation (A. Maya, A. 3DsMax)

Game Design

Unity + Programmation (C#)

**SELF TAUGHT 2017-11 - now**

3D Coat

Substance Painter

**AULA TEMÁTICA 2014-03 - 2014-10**

Autodesk Maya 2014

Pixologic Zbrush

Unreal engine 4

Modeling, Rigging, Animating,

Game Design

**GENERAL SKILLS**

Speed Sculpting, Spacial Awareness

Human / Animal Anatomy

Group Worker, Fast Learner

Problem solving, Honest Criticism

Mentor/ Teacher, Communicative

Organiced, Motivated

**LANGUAGES**

Spanish (Mothertongue)

English (Bilingual)

Portuguese (Capable)

German (Basic)

- **ASPIRATIONS**

I'm a new artist in the sector, looking for an amazing company to start my journey as an artist.

My goal is to become a steemed creature and character 3D artist, there is something about fantastic creatures and animals that amazes me, its truly a shame that most just exist in tales. A character should always come with a personal attire and complements, including weapons and accessories, which I find challenging to figure out, they need to fit the character's personality to become truly appealing.

I love nature, so I'd also like to be part of the environmental team at some point as well.

I wish to experience both movie and videogame art production, and if possible also different art styles, from realistic to stylized, so I can grow to my fullest potential.

- **NON ART RELATED EXPERIENCE**

I've worked with young children and teenagers as an English teacher and Camp monitor, which requires a great amount of patience, attentiveness and hard work. It is a big responsibility to be in charge of a big group of kids, and a lot of pressure to be aware of each of them.

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