

NINA ROMAY MINGO

Professional skills

Low poly and High poly 3D Modeling (fast and clean)
3D Mapping
2D and 3D Texturing
Group Leader
Skinning/rigging and 3D Animation basics

Tecnical Knowledge

██████ Maya 3D(2014- now)	██████ Unity (C#)
██████ ZBrush	██████ Anatomy
██████ 3Ds Max	██████ 3D Coat
██████ English (High)	██████ Substance
██████ A.Photoshop	██████ Painter
██████ A.Premier	
██████ A.After Effects	

Personal skills and Education

Sociable
Good Team Worker
Empathic
Fast Learner
Positive

Honest
Helpful
Motivated

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Master Degree on videogame design
Higher National Diploma on Videogame Design, 3D animation and Interactive Enviroments

