

Adler Romero

Digital Sculptor

Adler.Romero@gmail.com

Objective: Obtain a position modeling creatures and characters for use in Table Top games, Collectible figures and Video games.

Experience:

Digital Sculpting & 3D Printing – Eagle 3D Designs (self)

Digital Sculpting for Table top games

- TMNT Shadows of the Past (IDW games)
- Fire & Axe (Pandasaurus games)
- Stars of Empire (Rosa Miniatures and Games)
- Journey to the Overland (Quantum Publications)
- Zombie Island (The Flux Capacity Inc.)

Digital Sculpting for Collectible figures

- Zombie Tramp (Action Lab/Danger Zone)
- Serenity Rose (Aaron Alexovich)
- Many Custom Commissions

3D Artist– SimGeneral

- Modeling and texturing characters and props.

June 2013 – December 2013

3D Artist - SoftMirage

- Modeling for 3d visualization, using 3ds Max, Vray, and Photoshop

July 2012 – June 2013

Software:

- Pixologic Zbrush
- Keyshot
- Adobe Photoshop
- 3d Printing Software

Skills:

- High-poly modeling
- Low-Poly modeling
- Texturing, UVW's
- Digital Sculpting for 3d Print
- 3D Printing
- Molding & Casting Figures

Education:

Bachelor of Science in Game Art and Design
The Art Institute of California-Orange County
Santa Ana, CA

Graduation Date: March 2012