

**Liznel Piña**

Character Artist – [LiznelPina.com](http://LiznelPina.com)

(732) 259-2459

LiznelPina@gmail.com

**Skills and Software:**

- Organic Sculpting
- Hard Surface Modeling
- Retopology
- Hand Painted Textures
- Normal Maps
- UV Mapping/Layout
- Animation experience
- Maya
- 3dsMax
- Unity/Unreal 4
- Photoshop
- Zbrush
- 3D Coat
- Substance Painter

**Project Experience:**

**2D Artist – [Brutal Badger](#) – Smash ‘em up– Android Tablet**

Team Aurora Games, freelance – July 2014-January 2016

- Designed characters, game environment and props
- Created thematic sets based on original props
- Designed icons, UI, and FX

**3D Artist – Virtual/Augmented Reality Game**

Artful Software- Freelance – March 2015

- Designed characters and props
- Built low poly models with hand painted textures

**3D Character Artist – [Worlds of REM: Tien’s Nightmare](#) – Action Platformer – PC**

Panic Games- Freelance – September 2014-May 2015

- Remodeled and textured main character for animation
- Modeled and textured characters and props

**3D Character Artist and Animator – [Sunbots](#) – Gravity-Based Exploration – Android tablet/mobile**

Senior Game – December 2013 to May 2014

- Conceptualized new character designs
- Modeled and textured characters
- Built character rigs and animated character models

**Lead 2D Artist – [ECHO Experience](#) – Educational Infinite Runner– Android tablet**

Emergent Media Center, VT – May 2013 to August 2013

- Maintained style consistency
- Supervised art team
- Created final 2D assets

**Education:**

**Champlain College** – Bachelor's of Science Degree in Game Art and Animation

Burlington, VT – May 2014

- Graduated Magna Cum Laude
- Dean's List 2010-2014