

Miguel Alonso Hernandez

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Experience

CO-FOUNDER AND ENVIRONMENT ARTIST, DUDEBRO2.COM — 2009 - 2010

I am working as the lead environment artist for this videogame. I have designed most of the game's 3D environment including concept art and over 30 models of varying complexity with their corresponding textures.

ENVIRONMENT ARTIST, AEX INC, OSAKA, JAPAN — 3 MONTH INTERN SEPTEMBER 2008

I worked as an environment artist in pachinko and handheld games. I was responsible for the backgrounds of a yet to be released pachinko game, as well as smaller props for other environments.

USER INTERFACE ARTIST, GAMERSMAFIA.COM — 2007

I designed 5 web skins and over 40 buildings for different game communities. I also created several icons and I provided design feedback on several occasions.

Education

OSAKA INFORMATION COMPUTER COLLEGE — 2008 - 2011

CG Game Design degree (3 years program).

Focus on game character, environment design, 3D modeling and concept art.

KANSAI INTERNATIONAL SCHOOL — 2006 - 2008

Japanese language studies. I obtained the Japanese Language Proficiency Test level 2.

Skills & additional information

DESIGN

- I have experience with high and low poly modeling, texturing, illustrating, knowledgeable of 3D tools to game engine workflows (UDK, Unity3D).
- Proficient with Autodesk 3D Studio Max, Adobe Photoshop and Pixologic Z-Brush, Unreal Development Kit, Unity3D, Google Sketchup, Adobe Illustrator, Painter and Sculpttris.

OTHER

- Languages: Spanish, English (professional level), Japanese (JLPT2) and French.
- International experience: I have been living in Japan for 5 years and I am willing to relocate.
- Interests: Design and concept art, 3D videogames, sci-fi movies, travelling and creativity.