

Gina Perez

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Programs and Platforms

Adobe Photoshop & Illustrator
Allegorithmic Bitmap2Material
Allegorithmic Substance Designer / Painter
Autodesk Maya 2016

BugAnywhere
Bugger 2017
Microsoft Visual Studio 2012/2015
Microsoft Test Manager

Particle Playground
Pixologic Zbrush 4 R7
Unity particle system
Unreal Engine - Particle System

Skills

AO/ Normal map creation
Animation
Bug writing
Concept art / character design

Hand painted and realistic texturing
Low and high poly modeling
Painting – Digital and Traditional
Particle effects

Rigging and animation in Maya
UV unwrapping

Learning - Shaders

Experience

BVT/ LKG/ QA TESTER –EXPERIS AT MICROSOFT – May2018- PRESENT

Forza 7, Forza Horizon 4, and Developer Tools

- Moved to the studio location to work in house with developers doing BVT testing on the game as well as LKG testing with art and cinematic tools/programs .
- Became familiar with the engine and how art assets are created and implemented.

QA TESTER –EXPERIS AT MICROSOFT – JANURARY 2017- PRESENT

FORZA 7 AND FORZA HORIZON 3 DLC

- Wrote bug reports and collected necessary evidence for problems found with assets, tracks, and game modes.
- Tested on various platforms for cross-play compatibility and asset consistency.

ARTIST – SPACE SQUAD/ AIE FINAL PROJECT – MARCH 2016-JULY 2016

MAGISWAP

- Created a range of character and environmental 3D assets, textures, and animations
- Created particle systems and the necessary textures for them
- Demo was presented at *iFest-Seattle* and *Power of Play 2016*

ART INTERN – COPIOUS LOVE PRODUCTIONS – JUNE 2015-AUGUST2015

CODENAME KANSAS

- Concepted and modeled environment assets and background image cards
- Created 3D models and textures for weapons and props based on Director's designs
- Created various graybox scenes using Maya

Education

ADVANCED DIPLOMA OF PROFESSIONAL GAME DEV - 2014-2016 -

ACADEMY OF INTERACTIVE ENTERTAINMENT

- Learned animation, modeling, texturing, teamwork, and general pipeline procedures from industry veterans.
- Created character sheets, then sculpted, textured, rigged, animated, and implemented them in Unity.