

## **RESUME 2009**

Environment artist / lighter ROGELIO OLGUIN

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### **Summary of Qualifications**

Over seven years of progressive experience and two released games.

### **Demonstrated expertise in:**

- Modeling (low and high) (organic and Mechanical)
- Architectural design
- Textures
- Lighting / surfacing
- Concept art (organic and mechanical)

### **PROFESSIONAL Experience**

#### **2009 4mm NEW YORK CITY (Currently)**

*3D Modeling, Texture, lighting, compositing freelance*

- Modeled and textured environments for DefjamRapstar
- Concept designed several menu elements

#### **2009 FRAMESTORE NEW YORK CITY**

*3D Modeling, Texture, lighting, compositing freelance*

- Modeled and textured a prison for the project Monopoly
- Lit, rendered, and composited 3 shots for "EA fight Night Round 4 Trailer"

#### **2008 FRAMESTORE NEW YORK CITY**

*3D Modeling Intern*

- Designed and modeled a Chinese dragon (unused)
- Modeled fuselage of plane for GE "Crane" commercial Debuted in the Olympics of 2008

#### **2003 Epic Games UT2K4 sponsored by Atari NORTH CAROLINA ON SITE**

*Level, Concept, Texture, and Model Designer Contractor*

- Participated in the development of UT2K4
- I created three different Levels (DM-I on I -Desolation, AS-MotherShip, and DM-Hyperblast) did all of the visuals and also helped with the last game-play arrangements for AS-Fallencity, also helped on AS-Robotfactory for a short period.
- Created Textures and models for four different maps ( DM-I on I -Desolation, AS-MotherShip, DM-Hyperblast, and AS-Fallencity)
- Created 5 high poly concepts as a base model for the final low poly models (Human ship, Skarrj ship, Ion cannon turret, mini-gun turret, and the link turret).
- Concept design for AS-Convoy main truck.
- I helped the assault side of UT2K4 with any modeling and textures as needed.

#### **2001 Kamehan Studios sponsored by Microprose-Infogrames NEW JERSEY IN HOME**

*Level and Texture Designer Contractor*

- Participated in the development of Tactical Ops/Assault on terror, the game released to market on May 2001.

- I created four different maps for this game, (TO-Knights-Edge-BI, TO-Rebirth, TO-NovemberRain, and TO-BlazeofGlory).
- I created 269 textures for this game (TO-NevoGreek, TO-BrownTown, Desp-free I, TO-Desp-sol, TO-Desfact-I, DespUrban-materials, and Labdesp).
- My participation was to complete one third of the textures for the entire game.
- I helped my fellow team members to complete the job on time.

### **2000 Infogrames (KNOW AS ATARI) NORTH CARLOINA IN HOME**

#### *Level Designer Contractor*

- I created a level (CTF-Baranco) for Infogrames to be included in the Gold release of Unreal Tournament. (Was never released in the Gold release)
- I completed this level in three weeks.

### **AWARDS**

- SONY IMAGEWORKS scholarship second place.
- Awarded the highest scholarship given by the School of Visual Arts in New York.
- NAHS, Outstanding Artist, Morris Knolls High School, Rockaway NJ, June, 2001.
- Academic Excellence, Morris Knolls High School, Rockaway NJ, May, 2001.
- Teen Arts show golden award and tour of a computer painting throughout the whole US (Grim Realities).

### **COMPUTER SKILLS**

Maya7-2009, Adobe Photoshop cs4, Zbrush 3.1, Mudbox, X normal, Ued 3, Shake, After effects cs4, FinalCut Pro, 3D Studio Max 3.1-8, Illustrator, Microsoft Front page, Outlook, Word, Windows Vista.

### **LANGUAGES**

Spanish and English (Fluent)

### **EDUCATION**

- Computer Arts program, School of Visual Arts in New York City. 2004 to present (Senior GPA 4.0)
- Computer Graphic Design, (Sophomore GPA 3.4) County College of Morris, Randolph, NJ 2001-2004
- High School Diploma, Morris Knolls High School, Rockaway NJ, June 2001

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