



# DAVID BANUELOS/Game ARTIST

· (562)441-0144

[DBmediaarts@gmail.com](mailto:DBmediaarts@gmail.com)

[DavidBanuelos.com](http://DavidBanuelos.com)

## Summary

Recent graduate of the Art Institute of California-Orange County, passionate about game development, creating and inventing 3D art for video games that are needed and required for the projects environments. Experienced in areas that are related to the setting of the story that the world takes place in while utilizing a game and also to consider how the artwork relates to the surrounding environments.

## EXPERIENCE

### 2017

#### DREAM VACATION, UV DESIGN AND 3D PROPS

Created the props and sets needed to be UV mapped and texture as well as animating the final render.

### 2016- PRESENT

#### DELIVERY, DOORDASH

Deliver food to customers by receiving an order on the Dasher app on the phone to accept/not accept to make the order pickup and making sure all the food is accounted for to make the drop-off of customer's residential area.

## EDUCATION

### 2015-2018

#### BACHELORS OF SCIENCE MEDIA ARTS & ANIMATION

*THE ART INSTITTUTE OF CALIFORNIA-ORANGE COUNTY*

## SKILLS

- Maya (UV hard surface texturing)
- Zbrush (Hard surface/organic modeling)
- 3DS Max
- Adobe premiere pro
- Unity
- Mudbox
- Substance Painter
- Storyboard
- Collaboration
- Attention to detail

## COMMUNICATION

<http://www.davidbanuelos.com/>

<https://davidbanuelos.artstation.com/>

<https://www.instagram.com/dbanuelos92/?hl=en>

<https://www.linkedin.com/in/david-banuelos/>

