

MIGUEL ROBLEDO

miguelrobledovega@gmail.com

Looking for fast-paced, challenging and meaningful work that I can take ownership in and learn from.

WORK EXPERIENCE

Asset Artist

03/2021 to 11/2023

The Third Floor

Created and implemented art from concept to final production for television and movies, including environments, and characters. (Marvel MCU, Star Wars, Warner Bros, Netflix)

Generalist

12/2017 to 01/2021

Lucid Sight

Created and implemented art from concept to final production. (Major League Baseball, Star Trek)

Generalist

10/2016 to 12/2017

Modal VR

Created and implemented art from concept to final production for products in collaboration with Nolan Bushnell, the founder of Atari and Chuck E. Cheese.

Generalist

05/2013 to 09/2016

Tiny Castle Studios

Created and implemented art from concept to final production. (Nickelodeon, Scrabble, Wheel of Fortune, Trivial Pursuit)

SKILLS

3d Modeling, Sculpting (UVs, Texturing)

Concept Art

Lighting

Some Rigging

Tech Art VFX and Shaders

Level Design

EDUCATION

The Art Institute of CA Los Angeles

Bachelor's

Game Art and Design

10/2009 to 10/2012