Christian Romero

3D Generalist & Graduate Student

christian.o.romero@outlook.com

845-421-7472 • He/Him

https://christian-romero.com/

Education

University of Connecticut,
MFA in 3D Art & Game Design
Present (Expected Graduation in May 2025)

Drexel University,
B/S in Game Art & Production
06/2018 | Philadelphia, PA

Skills

Design Software
Blender, Maya, 3DS Max, Zbrush, Substance Painter, Photoshop, After Effects, InDesign

Game Engines
Unity, Unreal Engine 5

Organizations

Game Developers Conference,
Conference Associate
03/2019 – present | San Francisco, CA

Work With Indies, *Community Volunteer*
07/2021 – 09/2022

Professional Experience

Graduate Assistant, *Greenhouse Studios*
09/2022 – present | Storrs, CT
- Modeling and texturing various assets for both games and marketing graphics, using Blender and Substance Painter
- Collaborating with fellow academics on game projects with historic themes
- Engaging in original research

3D Modeler/Animator, *Kings & Generals*
01/2022 – 09/2022 | Remote
- Composed and animated two YouTube videos, each consisting of numerous distinct locations and lasting more than 17 minutes
- Modeled 3D reconstructions of historic buildings and locales in Blender
- Both videos accumulated over 500k views

Graphic Designer, *Straus News*
02/2020 – 04/2020 | Chester, NY
- Designed custom graphics in Photoshop
- Revised ads according to client specifications in InDesign

Team Lead, *SymphonyXR*
08/2017 – 06/2018 | Philadelphia, PA
- Developed an Augmented Reality program in Unity that generated 3D visuals to organ music in real time
- Coordinated a multidisciplinary team of artists, programmers, and audio technicians
- Utilized the Microsoft Hololens to bring the artistic vision of our client to reality
- Showcased our work to an audience of over 70 people at the Curtis Institute of Music