

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, Premiere

Game Engines

Unity, Unreal Engine 5.3

Organizations

Game Developers Conference,

Conference Associate

03/2019 – present | San Francisco, CA

Work With Indies, *Community Volunteer*

07/2021 – 09/2022

Work Experience

Lead Dev,

The Festival: Hemmingward, MFA Thesis [✉](#)

12/2022 – present

- Developing a narrative point-and-click game about a woman bringing a war criminal to justice
- Using Unreal Engine 5.3 to produce the game, and working extensively with blueprint coding schemes
- Modeling custom 3D assets with Blender, and texturing them using Substance Painter
- Consulting a genocide activist while writing and developing a three-act script spanning over 160 pages
- Won a grant through Tech Valley Game Space, and am using it to pay collaborators

Graduate Assistant, *Greenhouse Studios*

09/2022 – present | Storrs, CT

- Modeling and texturing various 3D assets using Blender and Substance Painter
- Led group meetings and facilitated discussions among fellow students
- Interviewed and recorded teammates to ask them about their experiences at UConn and at Greenhouse Studios

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