



## FREDERICK TALAVERA MARTÍNEZ

### 3D Artist

I am a 3d artist specialized in modeling ready for videogames and Animation industry.

### Portfolio

<https://fredericktalaveramartinez7.artstation.com/>

### Languages

Spanish: Native  
English: B2 level  
French: Medium level

### Email

[frederick.talaveramartinez@gmail.com](mailto:frederick.talaveramartinez@gmail.com)

### Linkedin

[www.linkedin.com/in/frederick-talavera-martinez-b82502129](http://www.linkedin.com/in/frederick-talavera-martinez-b82502129)

### Phone

+34 622 020 732

## EXPERIENCES

### 3D/Games

A 3D Artist with several years of experience in 3d modeling, texturing and rendering.

I make 3D Art like: Characters, Props, Weapons, Hair Groom, and Environment. I have experience too in Rigging and Animation

### 3D art Freelancer works

I have worked as a freelance and making projects for indie developers for almost 5 years.

### Game Engines

I work with Unreal 5 and Unity to integrate my 3D art and create playable demos in real-time with physics and simulations.

## SOFTWARE

- Blender /Maya
- ZBrush
- Unreal engine
- Unity
- Substance Painter
- Substance Designer
- Photoshop
- Illustrator
- Marvelous

## KNOWLEDGES

### University Studies

Graduated in Digital and Multimedia Interaction Techniques By UOC University

Focused on video game development

### 3D Courses

VFX Beginner - Udemy  
Unity Particles system

Texturing with Substance 3D Painter

Advanced 3d modeling with blender and Maya Ready for 3D Games

## SKILLS

- 3D Modeling Pipeline
- Sculpting
- Rendering
- Rigging and Weights
- Lighting
- Particle Effects
- Cloth Simulation
- Hair/Groom Simulation
- Texturing
- Materials PBR