

# IÑAKI CID LLONA

3D ARTIST

HARD SURFACE MODELER



## HI!

Experienced 3D Modeler with formal training in 3D design and a focus on hard surface workflows. Skilled in modeling and texturing, I deliver high-quality assets with precision and creativity. I work well in diverse teams, stay organized under pressure, and consistently meet deadlines without compromising quality.

## WORK EXPERIENCE since 2023

### Dekogon Sudios

3D hard Surface Modeling and props in diverse projects.

- Employment Period: 2024 - Current

### Mech.com

Designed and modeled a robot in 3ds Max, optimized for cinematic purposes.

Textured in Substance Painter, using PBR materials for a realistic or stylized look.

Animation and rendering of the final scene.

- Employment Period: 2024 Q1

### Kutuko Studios

Conceptualization and development of severe high quality subdiv models for an advertisement project.

- Employment Period: 2024 Q2

## EDUCATION

2018-2023

- 2018 - 2023 BACHELORS DEGREE IN DIGITAL ART AND ANIMATION DIGIPEN INSTITUTE OF TECHNOLOGY EUROPE- BILBAO
- 2025 Q1 KREKTIVATE MENTORSHIP COURSE

## SOFTWARES

UNREAL ENGINE 5

3DS MAX

BLENDER

SUBSTANCE PAINTER

ZBRUSH

ADOBE PHOTOSHOP

MARMOSET TOOLBAG

## CONTACT

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English

Galician

Spanish