

# ANG BUERANO

## 3D Modeler

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### SKILLS

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- Autodesk Maya
  - Zbrush
  - Blender
  - After Effects
  - Premiere
  - Unreal Engine
  - Substance Painter
  - Unity
  - Practical Sculpting
  - Photoshop
  - Time Management and Organization
  - Communication Skills
  - Adaptability
  - Teamwork
  - Emotional Intelligence
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### WORK EXPERIENCE

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#### 3D Game Animator, Lunacy Games (Feb 2024 - Present)

- Create and rig 3D Character models, including main characters and other relevant NPC characters, including human and non-human characters while ensuring proper articulation, control, and weighting.
- Collaborate with the programming and technical design team to ensure seamless integration of rigged characters and animations into the game using Unreal Engine 5
- Optimize animations for performance and compatibility with different platform and hardware configurations.
- Develop environmental animations such as dynamic foliage, weather effects, destruction VFX, and ambient animations to enhance immersion and atmosphere in the gaming world.

#### 3D Artist, Tutorworks (May 2023 - Mar 2024)

- Shipped 3D models in a live video game project, Mage Dual using Unity.
- Increased world immersion by adding 3D models Contracted 3D models on a government-financed learning video game.
- Enabled world-building in a 3D video game software that focuses on gamification of learning and helping individuals do language learning better.
- Followed design guidelines, asset naming conventions, and other technical constraints to produce results compliant with industry and platform standards.

#### 3D Artist/ 3D Animator, Motionlit (July 2021- Feb 2024)

- Conducted modeling and texture optimization for real-time 3D accident and surgery animations.
  - Created lifelike characters with appropriate textures, shadows, and features.
  - Created sequences under tight deadlines and seamlessly integrated with other components.
  - Interpreted storyboards and case materials to create innovative animations used for legal matters.
  - Edited and composited projects using Adobe After Effects and Premiere and revised scenes accordingly.
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### EDUCATION

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#### Maryland Institute College of Art (2017-2020)

Bachelor of Fine Arts, May 2020

Major: Animation

Cum Laude

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### ADDITIONAL EXPERIENCE

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- Women In Animation Member
- Asians in Animation Active Member
- Rise Up Animation Active Member
- MICA Transfer Scholarship 2017