



CONTACT

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EXPERTISE

3D Modeler
Scrum Master
C# Development
Web Develop HTML/CSS

SOFTWARE KNOWLEDGE

Blender	100%
Zbrush	100%
Git	100%
Marvelous Designer	100%
Marmoset Toolbag	100%
Wrap4D	100%
Autodesk Maya	80%
Unity	90%
Unreal Engine	70%
Adobe Substance P&D	100%
Autodesk 3dmax	80%

PERSONAL SKILLS

SCRUM framework
Strong Communication and interpersonal skills
Strong Experience leading and following directions as needed
Highly organized
Familiar with various work methodologies.

JESÚS EDUARDO PALOMO DELGADO

3D Generalist | Specialized in Character Design

I'm Eduardo, a passionate and self-taught 3D artist. Since I was 16, I've been honing my skills in various areas of 3D art, including UV/UDIM mapping, stylized and PBR texturing, digital sculpting, and real-time integration using Unreal Engine and Unity.

WORK EXPERIENCE

LEAD 3D ART, TEXTURING & LOOK DEVELOPMENT

OniricMob | (sep. 2024 - currently)

- Designed and implemented the complete 3D environment for the main menu of the indie game Seed Hero.
- Created optimized, modular assets to ensure smooth real-time performance.
- Collaborated with the art and design teams to maintain visual consistency and technical feasibility.
- Developed stylized cartoon-like textures tailored for a neon-themed environment, enhancing the game's unique aesthetic.
- Created hand-painted, PBR-based materials optimized for performance in the game engine.
- Ensured the textures supported the vibrant neon lighting and contributed to the overall immersive atmosphere.

3D MODELER & REALISTIC TEXTURIZER

Fyware | (ago. 2022 - feb. 2023)

- Implementation of 3D Models in XR/VR Environments
- Integration of lowpoly and highpoly models into immersive XR and VR contexts, ensuring accurate scale, optimal topology, and performance-optimized assets.
- Hard Surface & Organic Modeling
- Experience creating both mechanical structures and character assets, adapting topology for animation and real-time rendering.
- UV Mapping & UDIM Workflow
- Clean and efficient UV unwrapping for both simple and complex models. Skilled in multi-tile UDIM setups to support high-resolution texturing pipelines.
- Asset Optimization
- Reduction of polygon count and efficient LOD creation without sacrificing visual quality, ideal for real-time engines.
- Texturing & Material Creation.
- High-Resolution Texture Painting.
- Creation of photorealistic textures using tools like Substance Painter and Photoshop, with emphasis on Physically-Based Rendering (PBR) Workflows.
- Accurate creation of base color, roughness, metallic, normal, and height maps for use in game engines and renderers.
- Adaptation and tuning of materials for Marmoset Toolbag, Blender (Eevee/Cycles), Unreal Engine 5, Unity
- 3D, V-Ray, and Keyshot.
- Baking & Map Generation.
- Baking of highpoly-to-lowpoly details including normals, AO, curvature, and ID maps to drive efficient.

EDUCATION

Bachelor's Degree in Design and Art for Video Games.

UNIVERSITY OF ADVANCED TECHNOLOGIES (UNIAT)

(2022 - 2026)

Certification in Digital Organic Sculpture using ZBrush.

UDEMY

(2022 - 2023)

Certification in Blender & Substance: Modeling and texturing for video games.

UDEMY

(2022 - 2023)