

# Angelica Tome

Game Artist

Indio, CA

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[angelicatome.com](http://angelicatome.com)

## PROJECTS

### R3FLECTION – *Student Project*

Asset Modeler

Responsible for modelling and unwrapping low poly furniture and small assets

### Dating Inferno – *Game Production*

Character Designer

Responsible for concepting and finalizing character designs, and creating illustrations of character for conversation scenes

### Pastry Wars – *Game Production*

Modeler/Designer/Rigger

Responsible for concepting creature designs as well as modelling creatures and assets, and rigging creatures

## EDUCATION

### The Art Institute of California-San Francisco, San Francisco, CA – *Bachelor of Science*

SEPTEMBER 2014 - DECEMBER 2017

## WORK HISTORY

### City Hall Records, San Rafael – *Office Worker*

NOVEMBER 2016 - MARCH 2020

Responsible for data, customer and label entry, obtaining and sending proof of payment receipts

## SKILLS

Character Modeling

Asset Modeling

Lighting & Texture Artist

Character Art

Concept Art

2D Illustrator

## SOFTWARE

Maya

ZBrush

Mudbox & Substance Painter

Unity Engine & Unreal Engine

Photoshop & Illustrator