

Armando Angelo Panciotto

3D Environment Artist

armandoangelo@panciotto.net

206-779-6425

Portfolio - www.armangelo.com

Blog - angelopanciotto.blogspot.com

Skills

- **Software:** Maya, Zbrush, Photoshop, Ndo, dDo XNormal, Unreal Engine.



- **Languages:** English (Native Proficiency), Spanish (Native Proficiency), Swiss German (Native Proficiency), German (Professional)

Experience

- **NBA Live 2016 - EA Tiburon** 4/2015 - Present
AAA Basketball game by the EA Sports division
 - Modeling and texturing environments and props in a realistic manner with an emphasis on detail and technical boundaries.
- **Metal Storm: First Strike & Paradise Bay - Z2Live** 9/2014 - 2/2015
Metal Storm: First Strike - 3D Jet Fighter game for mobile iOS platforms.
 - Concepted, modeled and textured environment props for the Unity Engine.Paradise Bay - 3D Stylized City-Building game for iOS platforms.
 - Modeled environment props requiring a highly stylized art direction that favored exaggeration.
- **Republique - Camouflaj** 1/2014 - 4/2014
3D 3rd Person Stealth Game for iOS platforms.
 - Concepted, modeled and textured in-game props.
 - Utilized and refined efficient texturing techniques.
 - Acquired first-hand game development experience.

Education

- **Digipen Institute of Technology** 9/2009 - 4/2014
Bachelor of Fine Arts in Digital Art and Animation